

PRIMA® OFFICIAL GAME GUIDE

ONLY FOR THE PC!

STAR WARS GALAXIES®

JUMP TO LIGHTSPEED™



This game has received the following rating from the ESRB



The background of the cover is a dynamic space scene. In the upper left, a bright orange and yellow comet streaks across the frame. Several starships are visible: a large, complex vessel in the upper right, a smaller ship in the middle left, and a large, cylindrical ship with a green energy trail in the lower right. A handheld device with a screen and buttons is positioned in the lower center. The overall color palette is dominated by the blues and blacks of space, punctuated by the fiery oranges and yellows of the comet and the vibrant greens of the ship's energy trail.

STAR WARSGALAXIES®

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PRIMA Official Game Guide

Prima Games

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Raph Koster, Kevin O'Hara, John Donham,
Rich Vogel, Jake Rodgers, Jeff Dobson,
Arnie Jorgensen, Jeremy Jiao and the entire
LucasArts and Sony Online team.

Mega-Galactic Thanks to...

Kevin Au Young
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ISBN: 0-7615-4222-1

Library of Congress Catalog Card Number: 2004109799

Printed in the United States of America

04 05 06 07 AA 10 9 8 7 6 5 4 3 2 1



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HOW TO USE THIS BOOK

JUMP TO LIGHTSPEED

Welcome to the **Star Wars Galaxies: Jump to Lightspeed™** strategy guide! This section will help you quickly find the information you need to get started with this latest expansion to the galaxy.

We've conveniently separated the **Jump to Lightspeed** information from the information that was published in the original guide. Note that the new information appears in color (pages 1–96) — all of that information is specific to **Jump to Lightspeed**. Content from the original **Star Wars Galaxies** guide appears in the black-and-white portion of this guide.

New Races (p. 6) This section provides a short introduction and stats for the Ithorians and Sullustans, both of whom are new to **Star Wars Galaxies: Jump to Lightspeed**. (For starting profession stats, see **Professions**. For information on the game's original races, see **Character Creation**.)

New Professions (p. 8) The expansion adds four new professions to the game — Shipwright and three different Pilot classes (Rebel, Imperial and Privateer).

Space Sector Maps (p. 36) We've included maps of eight new Space zones, along with a summary of Space PvP and a map of the entire galaxy.

Planets (p. 55) If you need to see what's where, and on what planet, check out this chapter. It contains a visual reference to the galaxy, updated for **JTL**, along with keyed maps you'll find useful in your travels.

Components and Customizing (p. 89) This chapter gives you a preview of the variety of ships you can fly in the game. Getting around is so much easier when you have your own starship. You can quickly become a Pilot along with your regular profession — and no skill points are required for training.

Emotes (p. 112) It would take way too many pages to explain them in detail, but we thought it would be fun to provide a fingertip list of all the emote actions you can perform in game.

STAR WARS GALAXIES

New Player Intro (p. 113) If you're just starting to play the game, you will benefit from reading a few up-front notes and guidelines for playing.

Character Creation (p. 117) What race you choose often drives your success in any given profession. To help you get started, this section contains information about the various races you can play. (The two new races appear at the front of this guide.)

Interaction (p. 127) is a quick overview of the game's robust user interface, along with important playing tips and pet information.

City Life (p. 137) All new players start out in a city, and whatever city you choose will be home for a while. This describes useful terminals, buildings and people you can find in cities. For advanced players who venture out, it also covers player cities and housing.

Combat (p. 145) Survival is key, and the combat information here will help you turn aggression into profit. Even if you aren't the fighting type, you should at least know how to defend yourself!

Economy (p. 159) Creating, buying, selling and trading are integral parts of playing the game. Here, we go into the basics of how trading, stores and tipping work.

Crafting (p. 165) The crafting professions give you a variety of career paths. If you're a creator, not a destroyer, then check out our primer on crafting.

Player-vs-Player (p. 173) When killing NPCs and critters just isn't exciting anymore, you can always explore the world of player-versus-player (PvP) combat. This section discusses faction play, dueling, player associations and other aspects of PvP play.

Professions (p. 179) By far the largest section, this chapter covers all of the normal professions in **Star Wars Galaxies** (except for the new ones at the front of this guide). You'll find skill trees, mods, stats and information about commands and abilities you receive when you train a specific skill.

Statistics (p. 337) Sometimes the numbers tell it all. This gives you the hard facts you need for all of the creatures, vehicles, armor and weapons in the game.

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NEW RACES

ITHORIAN

Ithorians are herbivorous pacifists often called "Meerian Hammerheads" by those fascinated by their bizarre, ladle-shaped necks and wide-set eyes. Ithorians also have mouths on both sides of their curved necks, which results in a unique 'stereo-phonetic' speaking voice.

Planet Ithor is a stunning paradise characterized by ample sunlight, glistening waterfalls, thriving rain forests, and gentle breezes. Ithor is easily the most popular tourist destination for newly-weds and young lovers. Since the dawn of their civilization, the quiet Ithorians have worshiped the "Mother Jungle," and have lived in complete harmony with their surroundings. For every vegetable plucked from the ground, the wise Ithorian plants two replacements.



The Ithorians moved to the sky relatively early in their societal development, gliding casually above the baffor treetops in "herd cities" equipped with powerful, yet environmentally-friendly, repulsorlift systems. Most Ithorians live in "herds" that migrate about Ithor's three civilized continents. Still others travel throughout the galaxy in space-faring "herds" to sell unusual merchandise.

Ithorian horticultural and cloning expertise is second to none. This fact has, unfortunately, focused considerable unwanted attention from the Empire onto planet Ithor and its peaceful species. The gentle, optimistic Ithorians prefer work in agricultural, artistic, diplomatic, mercantile or space-faring fields. A select number choose to take on the mantle of ecological priests, keeping the "Mother Jungle" safe from danger.

ITHORIAN BASE ATTRIBUTE BOOSTS

ATTRIBUTE	VALUE
Health	+0
Strength	+0
Constitution	+0
Action	+0
Quickness	+0
Stamina	+150
Mind	+300
Focus	+300
Willpower	+150

ITHORIAN SKILL MODS

ATTRIBUTE	VALUE
Defense Vs. Dizzy	+10
Defense Vs. Stun	+10
Creature Taming Bonus	+10
Melee Defense	+10
Chassis Assembly	+10
Power systems	+10
Shields Assembly	+10
Advanced Assembly	+10

SULLUSTAN

Sullustans are affable, gregarious creatures known for their jowled faces and chattering language. Planet Sullust is a barren, volcanic world smothered by a heavy toxic cloud. Sullustans thrive in tunnels deep beneath the planet surface where they have constructed highly advanced, startlingly beautiful cities. Wealthy sightseers from halfway across the galaxy tour the hot springs of Sullust and enjoy exotic delicacies such as "drutash grubs" (which are best served with omaton sauce).

Evolving in a network of dark, mazelike warrens imbued the species with an unflinching sense of direction. Once a Sullustan has traveled a path, the way is never forgotten. This innate skill even extends to hyperspace, making Sullustans prized as star navigators and explorers.

SoroSuub, one of the galaxy's largest manufacturing conglomerates, is based on Sullust and employs half of the population in its mining, production and packaging departments. The company makes hundreds of products, from injecto-kit shoes and battle armor to the XP-38 landspeeder. SoroSuub is an ardent supporter of the Galactic Empire, and has



taken great pains to ensure that its legion of Sullustan workers never breathes a word of dissent. Even so, many Sullustans have taken issue with this policy, and have shared their loyalty with the Rebel Alliance

SULLUSTAN BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	+200
Strength	+0
Constitution	+0
Action	+300
Quickness	+0
Stamina	+0
Mind	+0
Focus	+0
Willpower	+400

SULLUSTAN SKILL MODS

SKILL	MOD
Engine Assembly	+10
Booster Assembly	+10
Weapon Systems	+10
Trapping	+10
Creature Harvesting	+10



PILOT SKILLS

Star Wars Galaxies: Jump to Lightspeed adds two new professions. One of these is the Pilot series of professions, which works together nicely with the new Shipwright profession and lets you explore space combat.

As a Pilot, you can follow three different career paths — a neutral Privateer, an Imperial Navy fighter pilot, or a Rebel Alliance fighter pilot. No matter which one you choose, you will gain the ability to soar with the stars and expand your **Star Wars Galaxies** combat horizons. Being a pilot opens up an entirely new realm of player-versus-environment and player-versus-player dogfights.

FOREWORD

So you want to be a pilot in the Star Wars Universe? Well, as we all know, flying aces like Solo and Skywalker weren't born in a day. There's a few things you'll need to understand about starships and piloting before you're ready to launch into your first battle. Advanced maneuvers, dogfighting techniques, ordnance proficiency ... these are just a handful of the topics you'll need to study if you hope to survive more than a light year from your landing pad.

Don't forget that there's a Galactic Civil War going on — and like it or not, you're going to have to take a side in the matter, even if that side is no side at all. (After all, there are a lot of enterprising, independent 'contractors' out there with their minds on slightly illicit business deals. They may be willing to bank on a loner like you, if that helps them profit from the Empire's attention being focused elsewhere.) What allegiance you choose in the war will have a large impact on your piloting and fighting capabilities, as well as the progress you'll make in your career.

WHY BECOME A PILOT?

Becoming a pilot is almost a no-brainer! Who hasn't dreamed of unfolding their X-Wing fighter and strafing the course of an Imperial Star Destroyer while in formation with your wingmates? How about the feel of inertia as you bank and roll to evade the fire of pursuing Hutt fighters in your YT-1300? Grinned at the possibilities of fuzzy dice in your TIE cockpit?

There are many reasons to play a pilot:

For one, starships are a very effective means of planetary travel. Ordinarily, to travel through systems, you must wait for shuttles to land at special starports.

Many times you won't simply be able to go from point A to point D. You'll have to go from A to B to C to D via connecting flights. This means of 'planet-hopping' can be expensive and time-consuming. But thanks to the miracle of hyperspace travel, starship owners (with hyperspace-capable engines) can travel across the galaxy in mere moments — perfect for those annoying harvester runs!

Becoming a pilot is also inexpensive — there's no training cost for learning piloting skills, unlike all other professions. Everything is provided to you by the 'faction' you decide to join. Your faction will provide you with a starship to get you out and flying, training when they believe you're ready for it, and even credits for a job well-done — or maybe a shiny new flight suit!

But there's more. Pilot professions also don't take up any of your skill points. None! This means you have more skill points free to dedicate to other professions — you can have that smuggling musician flying ace who practices a little Teras Kasi on the side, if you so desire.

PILOT FACTIONS

Pilots can be one of three factions — Imperial, Rebel or Privateer (neutral). Faction plays a large role in training, since the only training you can get is from faction-related NPCs at the moment.

Faction becomes more important in PvP play, when the Imperial and Rebel fighters duke it out for control over deep space. Whichever group maintains control will have the best access to loot and can often intercept enemy shipments. Privateer pilots aren't excluded when it comes to faction PvP play, however; they get their fair share of loot that is unavailable to pilots who have sworn allegiance to one side or another.

SKILL TREES

Piloting differs from other professions in that you don't advance up one or more branches independently. Since you can't fly any ship until you learn the proper skills for it, you must master *all* the skills associated with a particular spacecraft. Therefore, you should develop your ship, weapon, droid and flight command abilities concurrently at each row level within the skill chart.

Each row of a Piloting skill tree is called a **Tier**. All of the missions for a specific row of skills are called Tier 1 (or Tier 2, or 3 or 4) missions. All pilots and the loot you can get are all described in terms of their corresponding tier. The last level is still called **Master**.

Even though the emphasis is on tiers, each column in a skill tree serves a different purpose.

Column 1: Pilot Certifications. The first column of skills gives you piloting certifications. Once you are certified for a particular ship, you can fly it.

Column 2: Weapon Certifications. The second column of skills certifies you to mount and use different weapon components. You can earn certifications ranging from Level 1 to Level 10. In order to mount a particular component/weapon on your ship, you have to be certified for that item.

Column 3: Pilot Commands/Abilities. The third column of skills gives you new pilot commands and special abilities. These range from repairing ships and boosting your target to effects that can temporarily disrupt your enemy's attack.

Column 4: Droid Programs/Certifications. The fourth column of skills provides droid programs and certifications that let you control the Astromech flight computer.

You earn droid certifications ranging from Level 1 to Level 6. Each level corresponds to the rating of the datapad on the droid or flight computer. Level 6 is the largest datapad, so it can of course store the most droid programs for use during spaceflight.

To access droid programs, you must first burn the program onto a blank droid module. Then, transfer it to your datapad (using the radial option) and insert the Ready Chip into the datapad on the Flight Computer's memory bank. To burn and mount any chip, you have to have the correct level of Flight Computer in your datapad (noted in the skill listings).

SKILL ADVANCEMENT/TRAINING

One important thing to note about getting your Pilot skills is that you must earn ALL skills on a tier in all four columns before you move up to the next row. You can't move up to the next tier of skills until you complete the current tier. You can sometimes earn skills as the result of a mission reward, but for the most part you'll have to pay NPC trainers.

Within a skill row, all skills cost the same amount in terms of experience:

Tier 1 skills: 7,500 Space Combat Experience
Tier 2 skills: 60,600 Space Combat Experience
Tier 3 skills: 200,000 Space Combat Experience
Tier 4 skills: 1,000,000 Space Combat Experience
Master skill: 7,500,000 Space Combat Experience

To get any skills, you must first acquire enough Space Combat experience (per the above requirements), and then visit a pilot trainer. Skills are also awarded as rewards for missions from pilot trainers, who are scattered throughout the galaxy.

Once you achieve Master Pilot status, you start accumulating Prestige Points instead of Piloting experience. We can't say much, but these will become important later as the game's storyline progresses, so hang onto them!

PILOT AND DROID COMMANDS

You earn commands on the third column. These commands let you repair your ship, recharge a friendly target's shields or health, scramble your identity, call in a bomber strike, and more. Most commands have a success chance of about 60 to 70 percent when you first get them. Failure effects can range from basic ineffectiveness (nothing happens) to a critical failure that causes ship damage or some other undesirable effect.

As you progress, your success rate for commands you earned earlier will increase and they won't fail as often. The higher your Pilot Special Tactics skill modifier, the better your chance of command success. So the more you can add to this modifier, the better.

Most commands only affect a single ship, although a few require sacrificing your own ship's stats to help out a friendly. For most commands, you must wait before issuing another command. Simple commands have shorter wait times, while more advanced ones require you to wait longer.

All Factions

IFF Transponder Scramble; /iffscramble. Scrambles your ship's identity to always appear as friendly. Run this when you are under attack – but if you succeed, do not attack that same ship!

Imperial

Bomber Strike 1 through 3; /bstrike1-3. Calls for Imperial help when you have the target selected. Help only attacks your transmitted target, and will not accept updated targets. Higher success rates on this command improve the attack assets. Higher commands give larger force.

Emergency Weapons; /eweapons. Transfers some system power to weaponry for a short time. This does not increase damage, but it reduces recharge power requirements. Failure can shut down your ship's systems for a period of time.

Pump Reactor; /pumpreactor. Overcharges your reactor for extra thrust and power (but at the risk of shutting down your ship's systems). Good for dog-fighting, but bad if you have to wait for your reactor to re-light.

Nebula Blast /nblast. If issued while in a nebula, triggers an area-effect explosion. Your success level affects how much damage you take yourself.

Rebel

Emergency Shields; /eshields. Transfers some system power to shields for a short time so that they charge faster, but at the cost of weapon power. Failure can shut down your ship's systems for a period of time.

In Space Repair; /inspacerepair. Calls in a freighter to repair your ship, as long as you are not under attack or flying. Pay the repair ship to get repaired. Note that your ship will decay slightly when you use this command.

Jump Start Level One; /jstart1. Uses your ship's weapon capacitor to recharge a targeted ally's shields. Capacitor must have at least 50% charge.

Jump Start Level Two; /jstart2. Same as Level One, except that half of your remaining shield power is added to the recharge power for your shields.

Jump Start Level Three; /jstart3. Same as Level One, except that 90% of your remaining shield power is added to the recharge power for your shields.

Ship System Emergency Repair; /vrepair. Transfers some operating ability from healthy systems to repair the most heavily damaged systems. Use with care when your ship is heavily damaged and you need to finish your current mission, since this risks system overload and negatively impacts the contributing systems.

Other Ship System Emergency Repair; /vrepairother. Transfers some of your ship's health to another friendly ship that has taken damage. To use this, target a friendly ship and stop next to it.

Repair and Replenishment; /inspacerr. Same as In Space Repair + Underway Replenishment – the repair ship makes repairs and delivers munitions and countermeasures.

Underway Replenishment; /inspacereload. Variant of /inspacerepair, except that a freighter re-arms your ship with countermeasures and missiles. However, they aren't as effective as the ones you originally brought.

Privateer

Emergency Thrust; /ethrust. Converts reactor power to engine speed. This makes your ship extremely fast, but it effectively shuts down your weapons and shields while you're traveling. At lower success rates, you run the risk of reduced thrust over time, as well as disabling your systems.

Pirate Trap Level One, Two; /ptrap1-2. Issues a fake freighter distress call over pirate frequencies in order to lure pirates into the region. They will attack whatever you have targeted at the time. If you're successful, they won't attack you – if you fail, they will. How many pirates arrive depends on your success rate. Level Two lures more lucrative ships.

Energy Pulse Level One, Two; /epulse1-2. Emits a powerful area-effect energy pulse that damages only enemy ships in the vicinity. However, this completely drains your weapon capacitor. Failure can wreck your own systems instead. Success with Level Two is harder, but applies more damage.

Energy Pulse Level Three; /epulse3. Like the other two previous commands, but applies additional power to the pulse by drawing on your weapon and shield power. This one also affects friendlies in the area.

Droid Commands

Droid commands execute instructions burned onto droid memory chips, which are installed in the datapad of the droid attached to your ship. Droid commands are currently executed by typing **/droidcommand <command>** into your chat window or press **[Ctrl][A]** and select the command from the Droid pane.

All Factions

Mute Droid/Flight Computer. Toggles the flight droid's or flight-computer's auditory feedback mode, giving some control over how talkative and responsive they are.

Imperial

Engine Overload – One through Four. Gives your ship a speed boost, but at the cost of more power and less efficiency.

Engine Tuning – One through Four. Causes engines to consume slightly less power, but with reduced engine performance.

Engine Stabilization. Resets engines to default settings.

Weapon Overload – One through Four. Does more damage with weapons, but consumes more power per shot.

Weapon Tuning – One through Four. Does a little less weapon damage, but saves some power per shot.

Weapon Normalization. Resets all weapons to default settings.

Rebel

Shield Front Reinforcement – Light, Moderate, Heavy, Extreme.

Converts some rear shield power to help reinforce front shield power (but not past maximum levels).

Shield Rear Reinforcement – Light, Moderate, Heavy, Extreme.

Converts some front shield power to help reinforce rear shield power (but not past maximum levels).

Shield Front Adjust – Light, Moderate, Heavy, Extreme. Increases max charge for the front shields by reducing max charge for the rear shields.

Shield Rear Adjust – Light, Moderate, Heavy, Extreme. Increases max charge for the rear shields by reducing max charge for the front shields.

Shields Normalization. Resets shields to default settings.

Privateer

Reactor Overload – One through Four. Forces the reactor to output more power, but with the potential for random reactor damage.

Reactor Stabilization. Reset reactor back to default settings.

GETTING YOUR FIRST SHIP

Obtaining your first ship is easy — just speak to any Imperial, Rebel or Privateer Pilot NPCs scattered throughout the galaxy (usually standing outside starports awaiting their next flights). These individuals will direct you to special trainers for their factions, who'll be more than happy to provide you with a free, ready-to-fly ship — placed directly into your datapad — in exchange for your allegiance in the conflict sweeping across the galaxy. That starter jalopy may be all well and good for the tasks your flight instructor has in store for you, but sooner or later you're going to want to upgrade to a better ship. You'll need to find a shipwright to accomplish this.

Shipwright is a player profession that specializes in constructing ship chassis (frames) and parts much in the same way an Architect builds structures, or a Weaponsmith makes weapons. You may wish to use the planetary map and look for Shipwright-owned vendors, or perhaps you have a friend who is familiar with the Space Dock (or can refer you to someone who does). More experienced pilots may even wish to custom-order a ship chassis to their specifications.

Once you manage to purchase the blueprints from a Shipwright, you're halfway to owning a brand new starship. But first, you'll have to take the blueprint to a Chassis Dealer NPC. These NPCs can be found in greater starports across the galaxy. For a fee appropriate to the quality of the starship, they'll be more than happy to use your blueprint to craft a deed for your ship. (Higher-level ships cost more credits.) Once you've got your deed, you can create the ship in your datapad the same way you might unpack a swoop or droid.

LAUNCHING FOR THE FIRST TIME

When you launch your ship (through a starship terminal), you'll automatically be placed into low orbit and near a space station corresponding to your launch point/destination. You'll use these stations to travel to any other normal space zone — and its associated planet(s) — you can even use one (a different one per faction) to enter restricted areas like Kessel. With your ship, you can travel the stars at your leisure — just remember that without a good ion engine in your ship that might end up being a

very long joy ride. Just like on the ground, each 'system' has its boundaries, meaning it's impossible to travel from planet to planet via ordinary space flight. You *must* jump to lightspeed if you hope to escape a planet's gravitational pull. The ship you're given starting out is incapable of hyperspace travel, but your trainer will instruct you when he believes you're ready to handle interplanetary travel.

Also note that some areas can be very dangerous to enter — for example, the orbital inhabitants of Dathomir are just as dangerous as their ground counterparts. If you're an Alliance pilot, you'd do well to stay far and away from any Imperial space stations or Imperial star destroyers, and vice versa. Privateer pilots will have to watch themselves, as well. Just because the Empire and the Alliance are too busy fighting each other to notice the criminal element at work doesn't mean that local planetary governments no longer handle the responsibility of policing their own spaceways, and nothing's more humbling than a Corellian Corvette's laser batteries on your brand new paint job.

SHIPS YOU CAN FLY

You can fly a number of different ships, depending on your certifications. For stats on the various ships, see the ship list on p. 94.

SHIP TYPES

IMPERIAL	REBEL	FREELANCE
TIE Advanced	A-Wing	YT-1300 Corellian Transport (Mil. Fal.)
TIE Defender	B-Wing	Dunelizard Medium Fighter
TIE Fighter	X-Wing	Dunelizard Fighter, Style 1
TIE Interceptor	Y-Wing	Kimogila Fighter, Style 1
TIE Aggressor	Y-Wing Longprobe	Kihrazz Light Fighter, Style 1
TIE Bomber	Z95 Headhunter	Ixiyen Fast Attack Craft, Style 1
TIE Oppressor	YKL-37R Nova Courier	Rihkxyrk Attack Ship, Style 1
Decimator (X-Wing)		

OTHER

KFS Firespray (R.E. bonus)	Sorusuub Space Yacht (Party Barge)
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SHIP CONTROLS

	Control direction
	(Left-click) Fire primary weapons
	(Right-click) Fire secondary weapon
	Zoom view in/out
	Increase/decrease engine speed (or use up/down arrows)
	Roll ship (or use left/right arrows)
	Yaw ship (or use Numpad
	Switch to next target
	Target space station to land

ABOUT YOUR SHIP

Ships that you can physically get into have several different areas and let you perform a number of tasks while inside of it. Your ship can hold up to 75 items, so you should have no problem transporting your stuff around. However, you can own only one ship that contains items — if you try to fly a second ship that still has cargo, you won't be able to. And don't worry if you get blasted away in space — you won't lose items even if your ship is destroyed.

You can give other people permission to enter your ship, very similar to how you give access permissions to other players for houses. You can control permissions to your ship and loot box through the management terminal.

To launch a ship with your friends, everyone must be in a group, and the group must be in the same area or building. You must have a ship with a capacity at least as large as your prospective group. (Many ships are single-player vessels.) The pilot (owner of the ship) then selects the Launch action, and all players are transported to the ship's interior. No one can disband from the group during the flight.

AREA 1 - PILOT STATION

To get to the pilot station, use the pilot station seat. Here, you control the ship's navigation by changing speed and direction using boosters, navigation controls, and hyperspace.

AREA 2 - OPERATIONS STATION

To get to the Operations station, use the operations station seat. This station lets you issue droid and piloting commands. You can also monitor the ship's current status here and issue commands to repair the ship.

AREA 3 - GUNNER STATION

To get to the Gunner station, use the turret ladder. This station gives you control of the turret stations. Multi-person ships have two gunner stations — one for the top of the ship and another below.

AREA 4 - PASSENGER "STATION"

Anyone who is not in the previous three stations is placed in a passenger area. While onboard, they can do anything they could normally do inside of a building. Passengers can do more than just ride, however — they can serve as "deck hands" and make repairs using two different objects onboard your ship:

Access Panels. Passengers can use these panels and apply repair kits to fix external components.

Plasma Conduits. Passengers can make repairs to certain components (like the engine or reactor) by using a conduit and applying a conduit repair kit. You'll need these, because if one of these components takes damage during combat, your passengers will see a hot plasma leak, and an alarm will sound. Soon, your passengers will catch on fire. They can extinguish the flames by leaving the compartment, but your component will be disabled unless it's repaired.

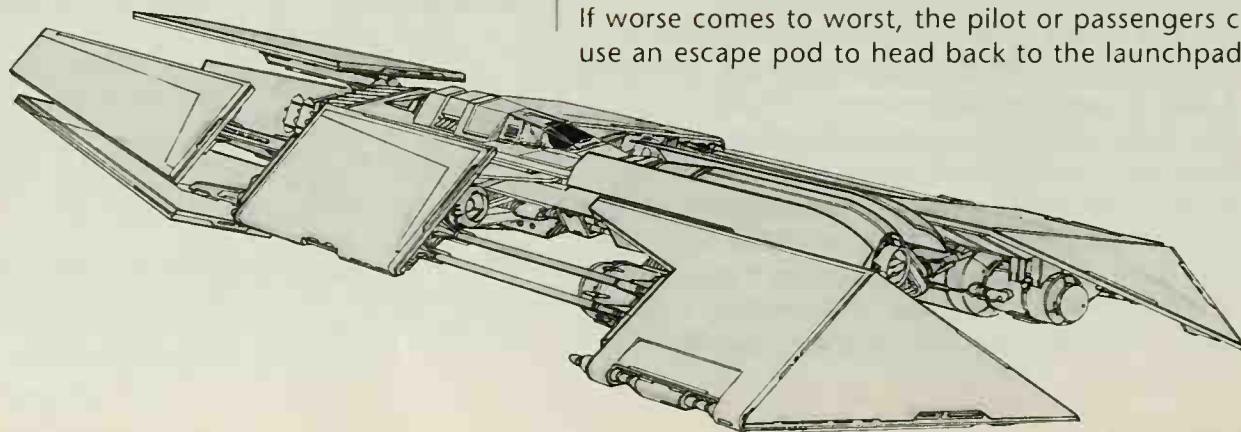
LOOT BOX

Every ship has a container called a loot box, which stores everything that is dropped by enemy ships during combat. You can control access to the loot box through administrator permissions.

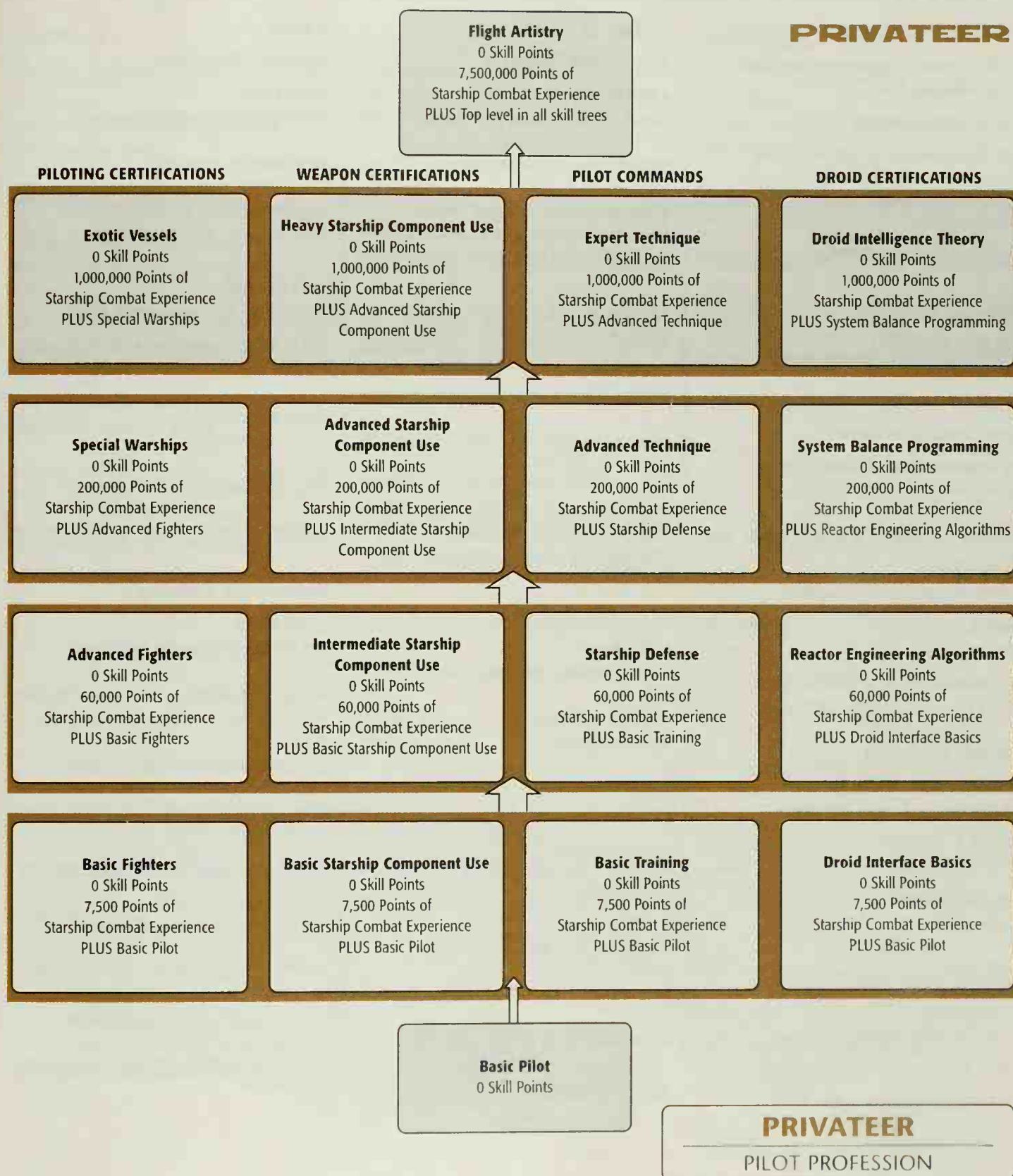
Don't forget to empty your loot box before you take off — once it gets full, you can't add anything to it. It would be a shame to watch a great drop drift off into space because you forgot to sell off the loot from your prior mission.

ESCAPE POD

If worse comes to worst, the pilot or passengers can use an escape pod to head back to the launchpad.



PRIVATEER



PRIVATEER / FREELANCE PILOT

NOVICE: BASIC PILOT

0 Skill Points, No Experience Required

Title: Fledgling Pilot

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Mute Droid/Flight Computer

Level 1 Ship Equipment Certification

Level 1 Astromech Droid Certification
(all ships except TIE Fighter)

Scyk Starfighter Piloting Certification

TIER 1

Basic Fighters

0 Skill Points

7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Dunelizard Starfighter Piloting Certification

Basic Starship Component Use

0 Skill Points

7,500 Starship Combat Experience

SKILL MODS

VALUE

Missile Launching Skill

+65

COMMANDS & ABILITIES

Level 2 & 3 Ship Equipment Certifications

Basic Training

0 Skill Points

7,500 Starship Combat Experience

SKILL MODS

VALUE

Pilot Special Tactics

+20

COMMANDS & ABILITIES

Emergency Thrust

Droid Interface Basics

0 Skill Points

7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Reactor Overload - One

Droid Program: Reactor Stabilization

Level Two Astromech Certification

TIER 2

Advanced Fighters

0 Skill Points

60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Kihraxz Starfighter Piloting Certification

Kimogila Starfighter Piloting Certification

Intermediate

Starship Component Use

0 Skill Points

60,000 Starship Combat Experience

SKILL MODS

VALUE

Missile Launching Skill

+10

COMMANDS & ABILITIES

Level 4 Ship Equipment Certification

Level 5 Ship Equipment Certification

Starship Defense

0 Skill Points

60,000 Starship Combat Experience

SKILL MODS

VALUE

Pilot Special Tactics

+20

COMMANDS & ABILITIES

Pirate Trap Level One

Reactor Engineering Algorithms

0 Skill Points

60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Reactor Overload - Two

Level Three Astromech Certification

TIER 3

Special Warships

0 Skill Points

200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Ixyen Starfighter Piloting Certification

Advanced

Starship Component Use

0 Skill Points

200,000 Starship Combat Experience

SKILL MODS

VALUE

Missile Launching Skill

+10

COMMANDS & ABILITIES

Level 6 Ship Equipment Certification

Level 7 Ship Equipment Certification

Advanced Technique

0 Skill Points

200,000 Starship Combat Experience

SKILL MODS

VALUE

Pilot Special Tactics

+20

COMMANDS & ABILITIES

Energy Pulse Level One

IFF Transponder Scramble

System Balance Programming

0 Skill Points

200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Reactor Overload - Three

Level Four Astromech Certification

TIER 4**Exotic Vessels**

0 Skill Points
 1,000,000 Starship Combat Experience
 Title: Starship Expert

NO SKILL MODS**COMMANDS & ABILITIES**

Rihkxyrk Starfighter Certification

**Heavy
Starship Component Use**

0 Skill Points
 1,000,000 Starship Combat Experience
 Title: Space Ordnance Expert

SKILL MODS	VALUE
Missile Launching Skill	+15

COMMANDS & ABILITIES

Level 8 Ship Equipment Certification

Expert Technique

0 Skill Points
 1,000,000 Starship Combat Experience
 Title: Starship Expert Statistician

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Energy Pulse Level Two

Droid Intelligence Theory

0 Skill Points
 1,000,000 Starship Combat Experience
 Title: Astromech Specialist

NO SKILL MODS**COMMANDS & ABILITIES**

Droid Program: Reactor Overload – Four
 Level Five Astromech Certification

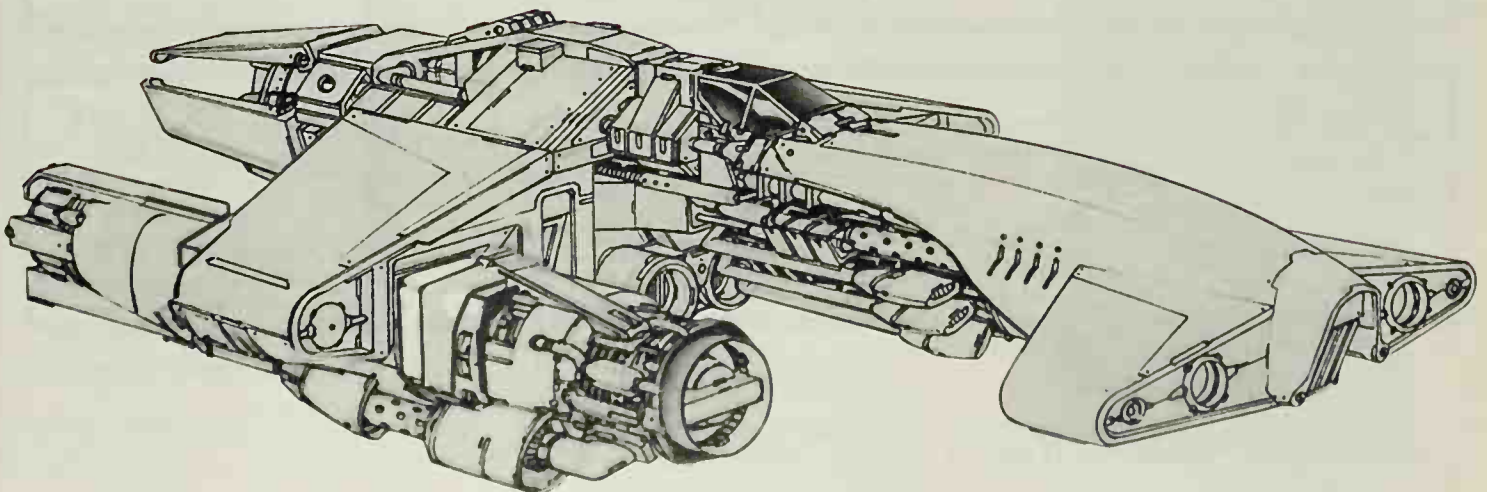
MASTER:**FLIGHT ARTISTRY**

0 Skill Points
 7,500,000 Starship Combat Experience
 Title: Master Pilot

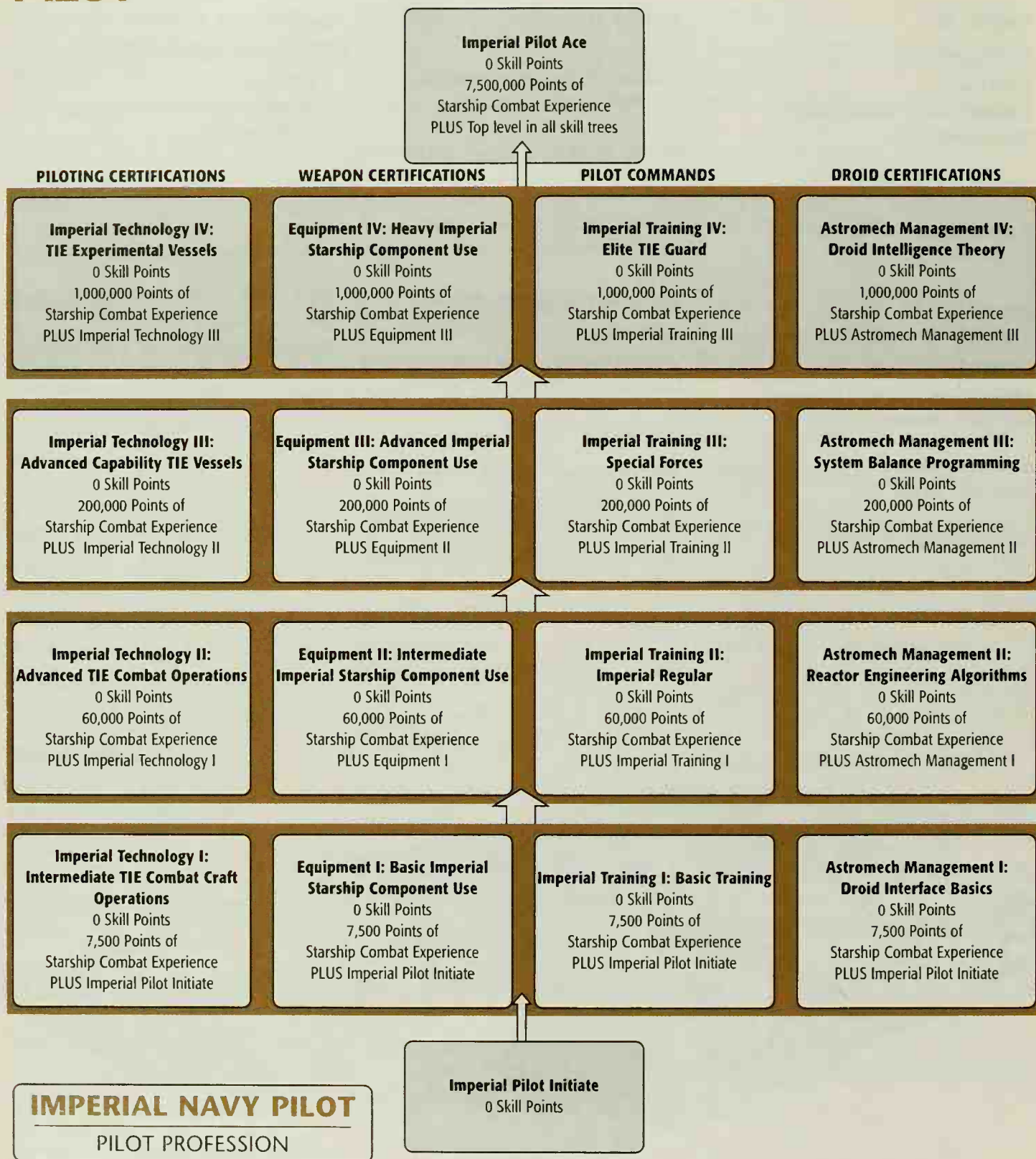
SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Energy Pulse Level Three
 KSE Firespray Piloting Certification
 Level 9 Ship Equipment Certification
 Level 10 Ship Equipment Certification
 Level Six Astromech Certification
 Pirate Trap Level Two
 YT-1300 Transport Piloting Certification



IMPERIAL NAVY PILOT



NOVICE: IMPERIAL PILOT INITIATE

0 Skill Points

No Experience Required

Title: Imperial Pilot Initiate

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Mute Droid/Flight Computer

Level 1 Ship Equipment Certification

Level 1 Astromech Droid Certification

(all ships except TIE Fighter)

TIE Fighter (Light duty) Piloting Certification

TIER 1

Imperial Technology I: Intermediate TIE Combat Craft Operations

0 Skill Points

7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

TIE Fighter Piloting Certification

Equipment I: Basic Imperial Starship Component Use

0 Skill Points

7,500 Starship Combat Experience

SKILL MODS

VALUE

Missile Launching Skill

+65

COMMANDS & ABILITIES

Level 2 Ship Equipment Certification

Level 3 Ship Equipment Certification

Imperial Training I: Basic Training

0 Skill Points

7,500 Starship Combat Experience

SKILL MODS

VALUE

Pilot Special Tactics

+20

COMMANDS & ABILITIES

Pump Reactor

Astromech Management I: Droid Interface Basics

0 Skill Points

7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

(All require Level 1 or higher Flight Computer on datapad.)

Droid Program: Engine Overload 1

Droid Program: Engine Stabilization

Droid Program: Engine Tuning 1

Droid Program: Weapon Normalization

Droid Program: Weapon Overload 1

Droid Program: Weapon Tuning 1

Level Two Astromech Certification

TIER 2

Imperial Technology II: Advanced TIE Combat Operations

0 Skill Points

60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

TIE/In Fighter Piloting Certification

Equipment II: Intermediate Imperial Starship Component Use

0 Skill Points

60,000 Starship Combat Experience

SKILL MODS

VALUE

Missile Launching Skill

+10

COMMANDS & ABILITIES

Level 4 Ship Equipment Certification

Level 5 Ship Equipment Certification

Imperial Training II: Imperial Regular

0 Skill Points

60,000 Starship Combat Experience

SKILL MODS

VALUE

Pilot Special Tactics

+20

COMMANDS & ABILITIES

Emergency Weapons

Astromech Management II: Reactor Engineering Algorithms

0 Skill Points

60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

(All require Level 2 or higher Flight Computer on datapad.)

Droid Program: Engine Overload 2

Droid Program: Engine Tuning 2

Droid Program: Weapon Overload 2

Droid Program: Weapon Tuning 2

Level Three Astromech Certification



TIER 3

Imperial Technology III: Advanced Capability TIE Vessels

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

TIE Bomber Piloting Certification
TIE Interceptor Piloting Certification

Equipment III: Advanced Imperial Starship Component Use

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES

Level 6 Ship Equipment Certification
Level 7 Ship Equipment Certification

Imperial Training III: Special Forces

0 Skill Points
200,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Bomber Strike 1
Nebula Blast

Astromech Management III: System Balance Programming

0 Skill Points
200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

(All require Level 3 or higher Flight Computer on datapad.)

Droid Program: Engine Overload 3
Droid Program: Engine Tuning 3
Droid Program: Weapon Overload 3
Droid Program: Weapon Tuning 3
Level Four Astromech Certification

TIER 4

Imperial Technology IV: TIE Experimental Vessels

0 Skill Points
1,000,000 Starship Combat Experience
Title: Imperial Technology Expert

SKILL MODS	VALUE
Pilot Special Tactics	+20
Missile Launching Skill	+15

COMMANDS & ABILITIES

TIE Advance Piloting Certification
TIE Aggressor Piloting Certification

Equipment IV: Heavy Imperial Starship Component Use

0 Skill Points
1,000,000 Starship Combat Experience
Title: Imperial Ordnance Expert

SKILL MODS	VALUE
Pilot Special Tactics	+20
Missile Launching Skill	+15

COMMANDS & ABILITIES

Command

Imperial Training IV: Elite TIE Guard

0 Skill Points
1,000,000 Starship Combat Experience
Title: Imperial Pilot Elite Tactician

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Bomber Strike 2

Astromech Management IV: Droid Intelligence Theory

0 Skill Points
1,000,000 Starship Combat Experience
Title: Imperial Astromech Specialist

NO SKILL MODS

COMMANDS & ABILITIES

(All require Level 4 or higher Flight Computer on datapad.)

Droid Program: Engine Overload 4
Droid Program: Engine Tuning 4
Droid Program: Weapon Overload 4
Droid Program: Weapon Tuning 4

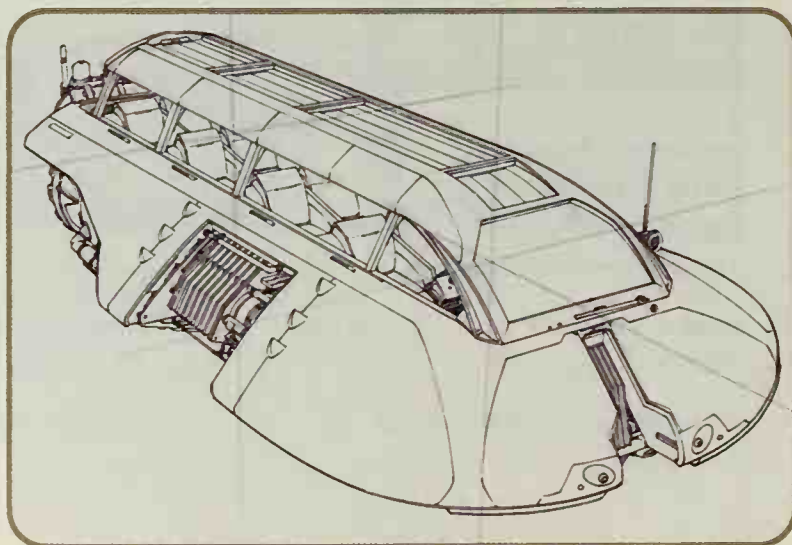
MASTER: IMPERIAL PILOT ACE

0 Skill Points
7,500,000 Starship Combat Experience
Title: Imperial Pilot Ace

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Bomber Strike 3
KSE Firespray Piloting Certification
Level 9 Ship Equipment Certification
Level 10 Ship Equipment Certification
Level Six Astromech Certification
TIE Oppressor Piloting Certification
VT-49/Decimator Piloting Certification



REBEL ALLIANCE STARFIGHTER PILOT

Rebel Alliance Master Pilot
0 Skill Points
7,500,000 Points of
Starship Combat Experience
PLUS Top level in all skill trees

PILOTING CERTIFICATIONS

Hyper-Maneuverable Starfighters
0 Skill Points
1,000,000 Points of
Starship Combat Experience
PLUS Space Superiority Fighters

WEAPON CERTIFICATIONS

**Equipment D: Heavy Alliance
Starship Component Use**
0 Skill Points
1,000,000 Points of
Starship Combat Experience
PLUS Equipment C

PILOT COMMANDS

Special Weapons and Tactics
0 Skill Points
1,000,000 Points of
Starship Combat Experience
PLUS Advanced Space Combat

DROID CERTIFICATIONS

Droid Intelligence Theory
0 Skill Points
1,000,000 Points of
Starship Combat Experience
PLUS System Balance Programming

Space Superiority Starfighters
0 Skill Points
200,000 Points of
Starship Combat Experience
PLUS Multi-Role Craft

**Equipment C: Advanced Alliance
Starship Component Use**
0 Skill Points
200,000 Points of
Starship Combat Experience
PLUS Equipment B

Advanced Space Combat
0 Skill Points
200,000 Points of
Starship Combat Experience
PLUS Space Combat Techniques

System Balance Programming
0 Skill Points
200,000 Points of
Starship Combat Experience
PLUS Reactor Engineering Algorithms

Multi-Role Craft
0 Skill Points
60,000 Points of
Starship Combat Experience
PLUS Basic Starfighter Continuation
Training

**Equipment B: Intermediate
Alliance Starship Component Use**
0 Skill Points
60,000 Points of
Starship Combat Experience
PLUS Equipment A

Space Combat Techniques
0 Skill Points
60,000 Points of
Starship Combat Experience
PLUS Starfighter Survival Tactics

Reactor Engineering Algorithms
0 Skill Points
60,000 Points of
Starship Combat Experience
PLUS Droid Interface Basics

**Basic Starfighter Continuation
Training**
0 Skill Points
7,500 Points of
Starship Combat Experience
PLUS Alliance Starfighter Trainee

**Equipment A: Basic Alliance
Starship Component Use**
0 Skill Points
7,500 Points of
Starship Combat Experience
PLUS Alliance Starfighter Trainee

Starfighter Survival Tactics
0 Skill Points
7,500 Points of
Starship Combat Experience
PLUS Alliance Starfighter Trainee

Droid Interface Basics
0 Skill Points
7,500 Points of
Starship Combat Experience
PLUS Alliance Starfighter Trainee

Alliance Starfighter Trainee
0 Skill Points

REBEL ALLIANCE PILOT
PILOT PROFESSION

REBEL ALLIANCE STARFIGHTER PILOT

NOVICE: ALLIANCE STARFIGHTER TRAINEE

0 Skill Points
No Experience Required
Title: Alliance Recruit

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Mute Droid/Flight Computer
Level 1 Ship Equipment Certification
Level 1 Astromech Droid Certification
(all ships except TIE Fighter)
Z-95 Headhunter Piloting Certification

TIER 1

Basic Starfighter Continuation Training

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Y-Wing Piloting Certification

Equipment A: Basic Alliance Starship Component Use

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+65

COMMANDS & ABILITIES

Level 2 Ship Equipment Certification
Level 3 Ship Equipment Certification

Starfighter Survival Tactics

0 Skill Points
7,500 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

IFF Transponder Scramble
Jump Start Level One

Droid Interface Basics

0 Skill Points
7,500 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Shield Front Adjust – Light
Droid Program: Shield Front Reinforcement – Light
Droid Program: Shield Rear Reinforcement – Light
Droid Program: Shields Normalization – Light
Level Two Astromech Certification

TIER 2

Multi-Role Craft

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Y-Wing 'LongProbe' Piloting Certification

Equipment B: Intermediate Alliance Starship Component Use

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Missile Launching Skill	+10

COMMANDS & ABILITIES

Level 4 Ship Equipment Certification
Level 5 Ship Equipment Certification

Space Combat Techniques

0 Skill Points
60,000 Starship Combat Experience

SKILL MODS	VALUE
Pilot Special Tactics	+20

COMMANDS & ABILITIES

Emergency Shields
Ship System Emergency Repair

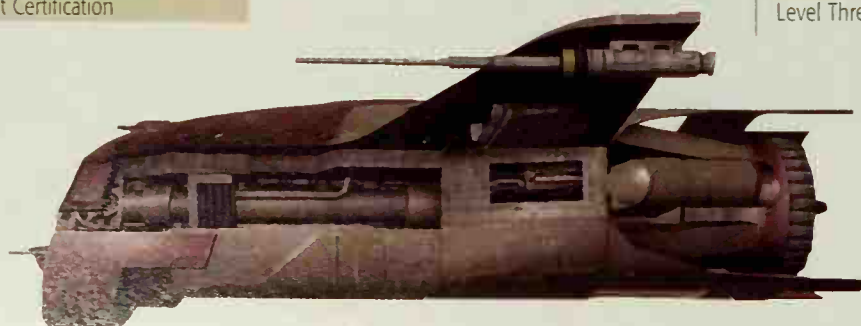
Reactor Engineering Algorithms

0 Skill Points
60,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Shield Front Adjust – Moderate
Droid Program: Shield Front Reinforcement – Moderate
Droid Program: Shield Rear Reinforcement – Moderate
Droid Program: Shields Normalization – Moderate
Level Three Astromech Certification



TIER 3

Space Superiority Starfighters

0 Skill Points

200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

X-Wing Piloting Certification

Equipment C: Advanced Alliance Starship Component Use

0 Skill Points

200,000 Starship Combat Experience

SKILL MODS

VALUE

Missile Launching Skill	+10
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COMMANDS & ABILITIES

Level 6 Ship Equipment Certification

Level 7 Ship Equipment Certification

Advanced Space Combat

0 Skill Points

200,000 Starship Combat Experience

SKILL MODS

VALUE

Pilot Special Tactics	+20
-----------------------	-----

COMMANDS & ABILITIES

In Space Repair

Jump Start Level Two

System Balance Programming

0 Skill Points

200,000 Starship Combat Experience

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Shield Front Adjust - Heavy

Droid Program: Shield Front Reinforcement - Heavy

Droid Program: Shield Rear Reinforcement - Heavy

Droid Program: Shields Normalization - Heavy

Level Four Astromech Certification

TIER 4

Hyper-Maneuverable Starfighters

0 Skill Points

1,000,000 Starship Combat Experience

Title: Rebel Elite Corps

NO SKILL MODS

COMMANDS & ABILITIES

A-wing Piloting Certification

Equipment D: Heavy Alliance Starship Component Use

0 Skill Points

1,000,000 Starship Combat Experience

Title: Alliance Ordnance Expert

SKILL MODS

VALUE

Missile Launching skill	+15
-------------------------	-----

COMMANDS & ABILITIES

Level 6 Ship Equipment Certification

Level 7 Ship Equipment Certification

Special Weapons and Tactics

0 Skill Points

1,000,000 Starship Combat Experience

Title: Alliance Combat Ace Tactician

SKILL MODS

VALUE

Pilot Special Tactics	+20
-----------------------	-----

COMMANDS & ABILITIES

Other Ship System Emergency Repair

Underway Replenishment

Droid Intelligence Theory

0 Skill Points

1,000,000 Starship Combat Experience

Title: Droid Commander

NO SKILL MODS

COMMANDS & ABILITIES

Droid Program: Shield Front Adjust - Extreme

Droid Program: Shield Front Reinforcement - Extreme

Droid Program: Shield Rear Reinforcement - Extreme

Droid Program: Shields Normalization - Extreme

Level Five Astromech Certification

MASTER:

REBEL ALLIANCE MASTER PILOT

0 Skill Points

7,500,000 Starship Combat Experience

Title: Alliance Ace Pilot

SKILL MODS

VALUE

Pilot Special Tactics	+20
-----------------------	-----

COMMANDS & ABILITIES

B-Wing Piloting Certification

Jump Start Level Three

KSE Firespray Piloting Certification

Level 9 Ship Equipment Certification

Level 10 Ship Equipment Certification

Level Six Astromech Certification



SHIPWRIGHT

If you've already mastered the other crafting professions and are searching for something new and interesting, this latest expansion has much to offer. With the addition of the Piloting professions, players now have a need for talented shipwrights who can produce fighters and the associated components. As a shipwright, you fulfill an important and integral part of **Star Wars Galaxies: Jump to Lightspeed**. You are the sole supplier of all ships and components to aspiring pilots across the galaxy!

Shipwright is most definitely a resource-heavy profession, but the investment pays off in the fruits of your labor. Because shipwrights handle every aspect of ship and component construction, their enormous list of craftable items can seem a bit daunting at first. However, you'll soon become familiar with the plethora of choices at your fingertips and better able to recognize what sells and what doesn't. You'll also find that more experienced pilots will usually know more or less what they want in advance, and 'custom order' what they want from you.

Shipwrights are sometimes known as 'the architects of space,' and appropriately so. In order to level and play shipwright, you're going to need a lot of resources — and most importantly, lots and LOTS of ore.

Shipwright is a fun profession that requires a lot of time investment and resources, even beyond that of a normal elite crafter, because of the large field of expertise it covers, but few classes can be as rewarding.

REVERSE ENGINEERING

Shipwrights can also "reverse engineer" non-crafted (looted) components. Success provides a better component, in much the same way a Smuggler slices weapons or armor. No worries, though — you don't have to worry about any Imperial SWAT contraband teams bursting through your door and hauling you off to the Glitterstim Mines. Reverse-engineered items are currently not considered illicit possessions.

Reverse engineering skills come at various points in the Shipwright skill tree.

GRINDING THROUGH SHIPWRIGHT

If you wish to begin a successful career as a Shipwright, the first thing you should do is invest in some mineral harvesters. Get them placed on some high-percentage spawns of steel and ore. Don't worry about quality yet — most players only purchase from master crafters, so you're going to want to get to that Master box as quickly as possible. That means grinding!

Here's a recommended path to Master — train in all of your Spaceframe Engineering I–IV skills, then work on the rest of the skill tree. Ships are your most important asset.

The list below shows how much you can expect to spend, and how many items of each component you can expect to make in order to progress to the next level.

Novice Shipwright First Tier

- 20K for Tier I skill
- 1,312 XP: 16 practice Chassis Blueprints
- 1,250 XP: 16 actual Chassis Blueprints
- Train Engineering I

Spaceframe Engineering I: Small Chassis

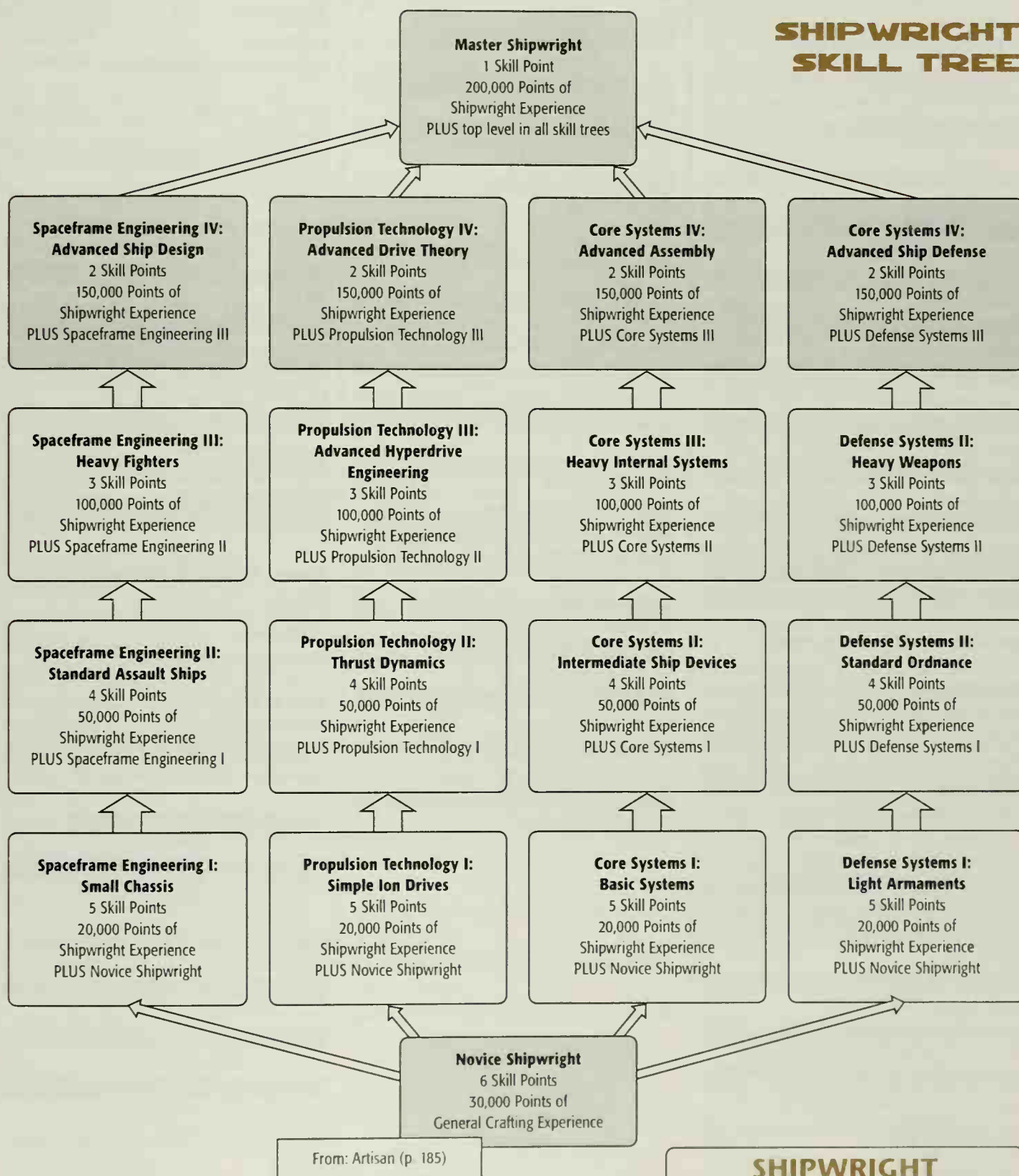
- 50K for Tier 2 Skill
- 3,937 XP: 13 practice Chassis Blueprints
- 3,750 XP: 14 actual Chassis Blueprints
- Train Engineering II

Spaceframe Engineering II: Standard Assault Ships

- 100K for Tier 3 Skill
- 7,875 XP: 13 practice Chassis Blueprints
- 7,500 XP: 14 actual Chassis Blueprints
- Train Engineering III

Spaceframe Engineering III: Heavy Fighters

- 150K for Tier 4 Skill
- 15,750: 10 practice Chassis Blueprints
- 15,000: 10 actual Chassis Blueprints
- Train Engineering IV to reach Master

SHIPWRIGHT
SKILL TREESHIPWRIGHT
ELITE PROFESSION

Novice Shipwright

6 Skill Points

30,000 General Crafting Experience

A Shipwright can produce components and chassis deeds for many kinds of starfighters.

SKILL MODS	VALUE
Advanced Assembly	+10
Advanced Ship Experimentation	+10
Booster Experimentation	+10
Chassis/Armor Reverse Engineering	+1
Chassis Assembly	+10
Chassis Experimentation	+10
Defense Reverse Engineering	+1
Engine Assembly	+10
Engine Experimentation	+10
Power Systems Experimentation	+10
Power Systems	+10
Propulsion Reverse Engineering	+1
Shields Assembly	+10
Shields Experimentation	+10
Systems Reverse Engineering	+1
Weapon Systems Experimentation	+10
Weapon Systems	+10

COMMANDS & ABILITIES

Armor Repair Kit
Booster: Mark I
Booster: Repair Kit
Chaff Launcher
Chaff Pack
Chassis Repair Kit
Component Analysis Tool (for Armor, Booster, Capacitor, Droid Interface, Engine, Reactor, Shields, Weapons)
Conduit Repair Kit
Droid Interface Repair Kit
Droid Interface: Mark I
Engine: Mark I
Engine: Repair Kit
Fusion Reactor: Mark I
Light Deflector Shield Generator
Mark I Durasteel Plating
Reactor: Repair Kit
Scyk Light Fighter Chassis blueprints (Style 1)
Scyk Light Fighter Chassis blueprints (Style 2)
Shield Repair Kit
Texture Kit (Style 1)
Texture Kit (Style 2)

TIE Light Duty Fighter Chassis Blueprints

Weapon Capacitor Repair Kit

Weapon Repair Kit

Weapon: Light Blaster

Weapon: Light Disruptor

Weapon: Light Ion Cannon

Weapon: Proton Launcher

Weapon: Proton Missile Pack

Weapons Capacitor Mark I

Z95 Space Chassis

Space Frame Engineering I: Small

5 Skill Points

20,000 Shipwright Experience

At this skill level, a spaceframe engineer can produce chassis for several starfighters.

SKILL MODS	VALUE
Chassis Assembly	+10
Chassis Experimentation	+10
Chassis/Armor Reverse Engineering	+2

COMMANDS & ABILITIES

Armor Reinforcement Panel Mark I
Dunelizard Chassis Blueprints (Style 1)
Dunelizard Chassis Blueprints (Style 2)
Mark II Durasteel Plating
Mass Reduction Kit Mark I
Texture Kit (Style 3)
TIE Fighter Chassis Blueprints
X-Wing Chassis Blueprints
Y-Wing Chassis Blueprints

Space Frame Engineering II: Standard

4 Skill Points

50,000 Shipwright Experience

SKILL MODS	VALUE
Chassis Assembly	+15
Chassis Experimentation	+15
Chassis/Armor Reverse Engineering	+2

COMMANDS & ABILITIES

Armor Reinforcement Panel Mark II
Kihraxz Light Fighter Chassis Blueprints (Style 1)
Kihraxz Light Fighter Chassis Blueprints (Style 2)
Kihraxz Light Fighter Chassis Blueprints (Style 3)
Kihraxz Light Fighter Chassis Blueprints (Style 4)
Kimogila Chassis Blueprints (Style 1)
Kimogila Chassis Blueprints (Style 2)
Mark III Durasteel Plating
Mass Reduction Kit Mark II
Texture Kit (Style 4)
TIE/In Chassis Blueprints
Y-Wing Longprobe Chassis Blueprints

Space Frame Engineering III: Heavy

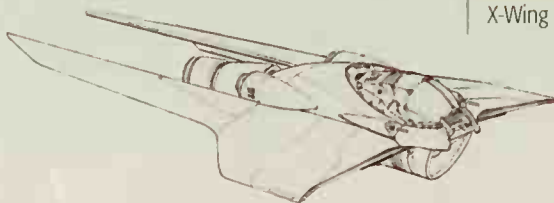
3 Skill Points

100,000 Shipwright Experience

SKILL MODS	VALUE
Chassis Assembly	+20
Chassis Experimentation	+20
Chassis/Armor Reverse Engineering	+2

COMMANDS & ABILITIES

Armor Reinforcement Panel Mark III
Ixiyen Fast Attack Craft Chassis Blueprints (Style 1)
Blacks Ixiyen Fast Attack Craft Chassis Blueprints (Style 2)
Ixiyen Fast Attack Craft Chassis Blueprints (Style 3)
Ixiyen Fast Attack Craft Chassis Blueprints (Style 4)
Mark IV Durasteel Plating
Mass Reduction Kit Mark III
Texture Kit (Style 5)
TIE Bomber Chassis Blueprints
TIE interceptor Chassis Blueprints
X-Wing Chassis Blueprints



Space Frame Engineering IV: Advanced

2 Skill Points

150,000 Shipwright Experience

This skill level adds even more starfighter chassis to the space-frame engineer's repertoire.

SKILL MODS	VALUE
Chassis Assembly	+20
Chassis Experimentation	+20
Engineering Reverse Engineering	+2

COMMANDS & ABILITIES

Armor Reinforcement Panel Mark IV
A-Wing Chassis Blueprints
Rihkyrk Attack Ship Chassis Blueprints (Styles 1-4)
Mark V Durasteel Plating
Mass Reduction Kit Mark IV
Texture Kit (Style 6)
TIE Advanced Chassis Blueprints
TIE Aggressor Chassis Blueprints

Propulsion Technology I: Simple Ion

5 Skill Points

20,000 Shipwright Experience

A drive mechanic of this skill level can produce and work on simple starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+10
Booster Experimentation	+10
Engine Assembly	+10
Engine Experimentation	+10
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark II
Booster: Overdriver Mark I
Engine: Limiter Mark I
Engine: Mark II
Engine: Overdriver Mark I
Extended Life Fuel Cell Mark I
Fast Charge Fuel Cell Mark I
Heavy Fuel Cell Mark I
Mass Reduction Kit Mark I
Upgraded Retro Thrusters Mark I

Propulsion Technology II: Thrust

4 Skill Points

50,000 Shipwright Experience

Now, your mechanic skills expand to include mid-grade starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+15
Booster Experimentation	+15
Engine Assembly	+15
Engine Experimentation	+15
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark III
Booster: Overdriver Mark II
Engine: Limiter Mark II
Engine: Mark III
Engine: Overdriver Mark II
Extended Life Fuel Cell Mark II
Fast Charge Fuel Cell Mark II
Fusion Reactor: Mark III
Heavy Fuel Cell Mark II
Mass Reduction Kit Mark II
Upgraded Retro Thrusters Mark II

Propulsion Technology III: Advanced

3 Skill Points

100,000 Shipwright Experience

This skill level lets you work on advanced starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+20
Booster Experimentation	+20
Engine Assembly	+20
Engine Experimentation	+20
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark IV
Booster: Overdriver Mark III
Engine: Limiter Mark III
Engine: Mark IV
Engine: Overdriver Mark III
Extended Life Fuel Cell Mark III
Fast Charge Fuel Cell Mark III
Heavy Fuel Cell Mark III
Mass Reduction Kit Mark III
Upgraded Retro Thrusters Mark III

Propulsion Technology IV: Advanced

2 Skill Points

150,000 Shipwright Experience

Finally, this skill level lets you work on all types of starfighter engines and boosters.

SKILL MODS	VALUE
Booster Assembly	+20
Booster Experimentation	+20
Engine Assembly	+20
Engine Experimentation	+20
Propulsion Reverse Engineering	+2

COMMANDS & ABILITIES

Booster: Mark V
Booster: Overdriver Mark IV
Engine: Limiter Mark IV
Engine: Mark V
Engine: Overdriver Mark IV
Extended Life Fuel Cell Mark IV
Fast Charge Fuel Cell Mark IV
Heavy Fuel Cell Mark IV
Mass Reduction Kit Mark IV
Upgraded Retro Thrusters Mark IV



Defense Systems I: Light Armaments

5 Skill Points

20,000 Shipwright Experience

A defense systems engineer of this level can produce small arms and shields for starfighters.

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+10
Shields Experimentation	+10
Weapon Systems Experimentation	+10
Weapon Systems	+10

COMMANDS & ABILITIES

Armor Effectiveness Intensifier Mark I
Sensor Decoy Launcher
Sensor Decoy Pack
Deflector Shields
Maximum Damage Intensifier Mark I
Minimum Damage Intensifier Mark I
Quick Shot Upgrade Mark I
Shield Effectiveness Intensifier Mark I
Shield Energy Saver Kit Mark I
Shield Intensifier Mark I
Shield Limiter Mark I
Shield Overcharger Mark I
Speed Limiter Upgrade Mark I
Weapon: Concussion Missile Mark I
Weapon: Launcher Concussion Mark I
Weapon: Mid-Grade Blaster
Weapon: Mid-Grade Disruptor
Weapon: Mid-Grade Ion Cannon

Defense Systems II: Standard

4 Skill Points

50,000 Shipwright Experience

The second tier of this skill lets you produce intermediate arms and shields for starfighters.

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+15
Shields Experimentation	+15
Weapon Systems Experimentation	+15
Weapon Systems	+15

COMMANDS & ABILITIES

Armor Effectiveness Intensifier Mark II
Heavy Deflector Shields
Maximum Damage Intensifier Mark II
Minimum Damage Intensifier Mark II
Micro-Chaff Launcher
Micro-Chaff Pack
Quick Shot Upgrade Mark II
Shield Effectiveness Intensifier Mark II
Shield Energy Saver Kit Mark II
Shield Intensifier Mark II
Shield Limiter Mark II
Shield Overcharger Mark II
Speed Limiter Upgrade Mark II
Weapon: Heavy Blaster
Weapon: Heavy Disruptor
Weapon: Heavy Ion Cannon
Weapon: Image-Recognition Missile Mark I
Weapon: Launcher Image-Recognition Mark I
Weapon: Launcher Proton Mark II
Weapon: Launcher Seismic Mark I
Weapon: Proton Missile Mark II
Weapon: Seismic Missile Mark I

Defense Systems III: Heavy Weapons

3 Skill Points

100,000 Shipwright Experience

Here, your skills expand to allow you to produce heavy arms and shields for starfighters.

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+20
Shields Experimentation	+20
Weapon Systems Experimentation	+20
Weapon Systems	+20

COMMANDS & ABILITIES

Advanced Deflector Shields
Armor Effectiveness Intensifier Mark III
EM Emitter Launcher
EM Emitter Pack
Maximum Damage Intensifier Mark III
Minimum Damage Intensifier Mark III
Quick Shot Upgrade Mark III
Shield Effectiveness Intensifier Mark III
Shield Energy Saver Kit Mark III
Shield Intensifier Mark III

Shield Limiter Mark III
Shield Overcharger Mark III
Speed Limiter Upgrade Mark III
Weapon: Advanced Blaster
Weapon: Advanced Disruptor
Weapon: Advanced Ion Cannon
Weapon: Concussion Missile Pack Mark II
Weapon: Launcher Concussion Mark II
Weapon: Launcher Spacebomb Mark I
Weapon: Spacebomb Missile Pack Mark I

Defense Systems IV: Advanced Ship

2 Skill Points

150,000 Shipwright Experience

The fourth tier of this skill column gives you the ability to produce advanced arms and shields for starfighters.

SKILL MODS	VALUE
Defense Reverse Engineering	+2
Shields Assembly	+20
Shields Experimentation	+20
Weapon Systems Experimentation	+20
Weapon Systems	+20

COMMANDS & ABILITIES

Armor Effectiveness Intensifier Mark IV
IFF Confuser Launcher
IFF Confuser Pack
Experimental Deflector Shields
Maximum Damage Intensifier Mark IV
Minimum Damage Intensifier Mark IV
Quick Shot Upgrade Mark IV
Shield Effectiveness Intensifier Mark IV
Shield Energy Saver Kit Mark IV
Shield Intensifier Mark IV
Shield Limiter Mark IV
Shield Overcharger Mark IV
Speed Limiter Upgrade Mark IV
Weapon: Experimental Blaster
Weapon: Experimental Disruptor
Weapon: Experimental Ion Cannon
Weapon: Launcher Proton Mark III
Weapon: Launcher Seismic Mark II
Weapon: Proton Missile Mark III
Weapon: Seismic Missile Mark II

Core Systems I: Basic Systems**5 Skill Points****20,000 Shipwright Experience**

A systems engineer of this level can produce basic starfighter weapons, shields, and power systems.

SKILL MODS	VALUE
Advanced Assembly	+10
Advanced Ship Experimentation	+10
Power Systems Experimentation	+10
Power Systems	+10
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark II
 Droid Brain Minimum Upgrade Mark I
 Droid Maintenance Reduction Kit Mark I
 Droid Interface Mark II
 Energy Saver Battery Mark I
 Extended Life Battery Mark I
 Fusion Reactor Mark II
 Heavy Battery Mark I
 Quick Recharge Battery Mark I
 Reactor: Limiter Mark I
 Reactor: Overcharger Mark I

Core Systems II: Intermediate Ship**4 Skill Points****50,000 Shipwright Experience**

This upgrades your skills to mid-grade starfighter weapons, shields and power systems.

SKILL MODS	VALUE
Advanced Assembly	+15
Advanced Ship Experimentation	+15
Power Systems Experimentation	+15
Power Systems	+15
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark III
 Droid Brain Minimum Upgrade Mark II
 Droid Maintenance Reduction Kit Mark II
 Droid Interface Mark III
 Energy Saver Battery Mark II
 Extended Life Battery Mark II
 Fusion Reactor: Mark III
 Heavy Battery Mark II
 Quick Recharge Battery Mark II
 Reactor: Limiter Mark II
 Reactor: Overcharger Mark II

Core Systems III: Heavy Internal**3 Skill Points****100,000 Shipwright Experience**

Level three of this skill moves your skills up to advanced starfighter weapons, shields, and power systems.

SKILL MODS	VALUE
Advanced Assembly	+20
Advanced Ship Experimentation	+20
Power Systems Experimentation	+20
Power Systems	+20
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark IV
 Droid Brain Minimum Upgrade Mark III
 Droid Maintenance Reduction Kit Mark III
 Droid Interface Mark IV
 Energy Saver Battery Mark III
 Extended Life Battery Mark III
 Fusion Reactor: Mark IV
 Heavy Battery Mark III
 Quick Recharge Battery Mark III
 Reactor: Limiter Mark III
 Reactor: Overcharger Mark III



Core Systems IV: Advanced Assembly

2 Skill Points

150,000 Shipwright Experience

With the topmost skill in this column, you can produce all kinds of starfighter weapons, shields, and power systems.

SKILL MODS	VALUE
Advanced Assembly	+20
Advanced Ship Experimentation	+20
Power Systems Experimentation	+20
Power Systems	+20
Systems Reverse Engineering	+2

COMMANDS & ABILITIES

Capacitor Mark V
Droid Brain Minimum Upgrade Mark IV
Droid Maintenance Reduction Kit Mark IV
Droid Interface Mark V
Energy Saver Battery Mark IV
Extended Life Battery Mark IV
Fusion Reactor: Mark V
Heavy Battery Mark IV
Quick Recharge Battery Mark IV
Reactor: Limiter Mark IV
Reactor: Overcharger Mark IV

Master Shipwright

1 Skill Points

200,000 Shipwright Experience

A Master Shipwright can produce all starfighter chassis and related weapon, shield, and power components.

SKILL MODS	VALUE
Advanced Component Experimentation	+25
Booster Experimentation	+25
Chassis Assembly	+25
Chassis Experimentation	+25
Chassis/Armor Reverse Engineering	+1
Defense Reverse Engineering	+1
Engine Experimentation	+25
Power Systems Experimentation	+25
Propulsion Reverse Engineering	+1
Shield Experimentation	+25
Systems Reverse Engineering	+1
Weapon System Experimentation	+25

COMMANDS & ABILITIES

Armor Effectiveness Intensifier Mark V
Armor Reinforcement Panel Mark V
Booster: Overdriver Mark V
Booster: Overdriver Mark V
B-Wing
Decimator
Droid Brain Minimum Upgrade Mark V
Droid Maintenance Reduction Kit Mark V
Energy Saver Battery Mark V
Engine: Limiter Mark V
Engine: Overdriver Mark V
Extended Life Battery Mark V
Extended Life Fuel Cell Mark V
Extended Life Fuel Cell Mark V
Fast Charge Fuel Cell Mark V
Fast Charge Fuel Cell Mark V
Heavy Battery Mark V
Heavy Fuel Cell Mark V
Heavy Fuel Cell Mark V
Mass Reduction Kit Mark V
Mass Reduction Kit Mark V
Maximum Damage Intensifier Mark V
Minimum Damage Intensifier Mark V
Quick Recharge Battery Mark V
Quick Shot Upgrade Mark V
Reactor: Limiter Mark V
Reactor: Overcharger Mark V
Shield Effectiveness Intensifier Mark V
Shield Energy Saver Kit Mark V
Shield Intensifier Mark V
Shield Limiter Mark V
Shield Overcharger Mark V
Speed Limiter Upgrade Mark V
TIE Oppressor
Upgraded Retro Thrusters Mark V
Weapon: Concussion Missile Mark III
Weapon: Imagerec Missile Mark II
Weapon: Launcher Concussion Mark III
Weapon: Launcher Imagerec Mark II
Weapon: Launcher Proton Mark IV
Weapon: Launcher Seismic Mark III
Weapon: Proton Missile Mark IV
Weapon:
Seismic
Missile
Mark III
YK137R
YT1300

SHIPWRIGHT SCHEMATICS

TOOLS

Component Analysis Tool

50 steel
15 chemical

Starship Paint Kit

250 steel
300 inert petrochem

Texture Kit Style 1-6

50 steel
125 inert petrochem

Armor Repair Kit

60 steel
50 fiberplast

Booster Repair Kit

60 steel
50 fiberplast

Chassis Repair Kit

60 steel
50 fiberplast

Conduit Repair Kit

60 steel
50 fiberplast

Droid Interface Repair Kit

60 steel
50 fiberplast

Engine Repair Kit

60 steel
50 fiberplast

Reactor Repair Kit

60 steel
50 fiberplast

Shield Repair Kit

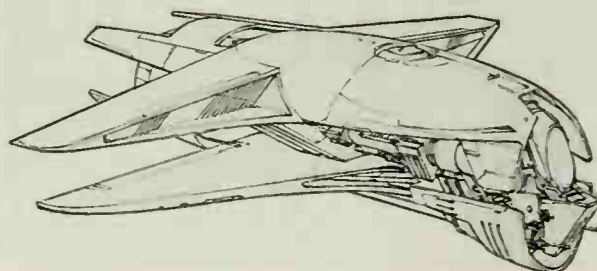
60 steel
50 fiberplast

Weapon Capacitor Repair Kit

60 steel
50 fiberplast

Weapon Repair Kit

60 steel
50 fiberplast



SHIP CHASSIS

A-Wing Blueprints

24000 Steel
8000 Steel
8000 Low-Grade Ore
8000 Low-grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

B-Wing Blueprints

60000 Steel
10000 Steel
10000 Low-Grade Ore
10000 Low-Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

Dunelizard Chassis Blueprints

5000 Steel
2000 Steel
2000 Low-Grade Ore
2000 Low-Grade Ore
2000 Inert Petrochemical
2000 Aluminum

Ixlyen Fast Attack Craft Chassis Blueprints

18000 Steel
6000 Steel
6000 Low-Grade Ore
6000 Low-Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

Kihraxz Light Fighter Chassis Blueprints

9000 Steel
3000 Steel
3000 Low-Grade ORe
3000 Low-Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Kimogila Chassis Blueprints

9000 Steel
3000 Steel
3000 Low-Grade ORe
3000 Low-Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Rihkxyrk Attack Ship Chassis Blueprints

24000 Steel
8000 Steel
8000 Low-Grade Ore
8000 Low-grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

Scyk Light Fighter Chassis Blueprints

2000 Steel
1000 Aluminum
1000 Low-Grade Ore
1000 Inert Petrochemical

TIE Advanced Chassis Blueprints

24000 Steel
8000 Steel
8000 Low-Grade Ore
8000 Low-grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

TIE Aggressor Chassis Blueprints

24000 Steel
8000 Steel
8000 Low-Grade Ore
8000 Low-grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

TIE Bomber Chassis Blueprints

18000 Steel
6000 Steel
6000 Low-Grade Ore
6000 Low-Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

TIE Fighter Chassis Blueprints

5000 Steel
2000 Steel
2000 Low-Grade Ore
2000 Low-Grade Ore
2000 Inert Petrochemical
2000 Aluminum

TIE Interceptor Chassis Blueprints

18000 Steel
6000 Steel
6000 Low-Grade Ore
6000 Low-Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

TIE Light Duty Fighter Chassis Blueprints

2000 Steel
1000 Aluminum
1000 Low-Grade Ore
1000 Inert Petrochemical

TIE Oppressor Chassis Blueprints

60000 Steel
10000 Steel
10000 Low-Grade Ore
10000 Low-Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

TIE/In Chassis Blueprints

9000 Steel
3000 Steel
3000 Low-Grade ORe
3000 Low-Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

VT-49 Decimator Chassis Blueprints

60000 Steel
10000 Steel
10000 Low-Grade Ore
10000 Low-Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

X-Wing Chassis Blueprints

18000 Steel
6000 Steel
6000 Low-Grade Ore
6000 Low-Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

Y-Wing "Longprobe" Chassis Blueprints

9000 Steel
3000 Steel
3000 Low-Grade ORe
3000 Low-Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Y-Wing Chassis Blueprints

5000 Steel
2000 Steel
2000 Low-Grade Ore
2000 Low-Grade Ore
2000 Inert Petrochemical
2000 Aluminum

YKL-37R Nova Courier Chassis Blueprints

60000 Steel
10000 Steel
10000 Low-Grade Ore
10000 Low-Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

YT-1300 Chassis Blueprints

60000 Steel
10000 Steel
10000 Low-Grade Ore
10000 Low-Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

Z-95 Chassis Blueprints

2000 Steel
1000 Aluminum
1000 Low-Grade Ore
1000 Inert Petrochemical

ARMOR

Mark I Durasteel Plating

50 Aluminum
50 Steel
50 Low grade ore
50 Inert Petrochemical
1 Mark I Armor Upgrade (optional)

Mark II Durasteel Plating

125 Aluminum
125 Steel
125 Low grade ore
125 Inert Petrochemical
1 Mark II Armor Upgrade or lower (optional)

Mark III Durasteel Plating

250 Aluminum
250 Steel
250 Low grade ore
250 Inert Petrochemical
1 Mark III Armor Upgrade or lower (optional)

Mark IV Durasteel Plating

625 Aluminum
625 Steel
625 Low grade ore
625 Inert Petrochemical
1 Mark IV Armor Upgrade or lower (optional)

Mark V Durasteel Plating

1250 Aluminum
1250 Steel
1250 Low grade ore
1250 Inert Petrochemical
1 Mark V Armor Upgrade or lower (optional)

Armor Reinforcement Panel-Mark I

75 Steel
25 Crystallized Biorbantium Steel

Armor Reinforcement Panel-Mark II

175 Steel
75 Crystallized Biorbantium Steel

Armor Reinforcement Panel-Mark III

350 Steel
150 Crystallized Biorbantium Steel

Armor Reinforcement Panel-Mark IV

1000 Steel
250 Crystallized Biorbantium Steel

Armor Reinforcement Panel-Mark V

2000 Steel
500 Crystallized Biorbantium Steel

Mass Reduction Kit-Mark I

75 Aluminum
25 Perovskitic Aluminum

Mass Reduction Kit-Mark II

175 Aluminum
75 Perovskitic Aluminum

Mass Reduction Kit-Mark III

325 Aluminum
175 Perovskitic Aluminum

Mass Reduction Kit-Mark IV

850 Aluminum
400 Perovskitic Aluminum

Mass Reduction Kit-Mark V

1750 Aluminum
750 Perovskitic Aluminum

BOOSTERS

Booster Mark I

50 Steel
50 Aluminum
50 Low-grade ore
50 Liquid Petrochem Fuel
1 Mark I Booster Upgrade (optional)

Booster Mark II

125 Steel
125 Aluminum
125 Low-grade ore
125 Liquid Petrochem Fuel
1 Mark II Booster Upgrade or lower (optional)

Booster Mark III

250 Steel
250 Aluminum
250 Low-grade ore
250 Liquid Petrochem Fuel
1 Mark III Booster Upgrade or lower (optional)

Booster Mark IV

625 Steel
625 Aluminum
625 Low-grade ore
625 Liquid Petrochem Fuel
1 Mark IV Booster Upgrade or lower (optional)

Booster Mark V

1250 Steel
1250 Aluminum
1250 Low-grade ore
1250 Liquid Petrochem Fuel
1 Mark V Booster Upgrade or lower (optional)

Booster Overdriver-Mark I

75 Steel
25 High Grade Polymetric Radioactive

Booster Overdriver-Mark II

175 Steel
75 High Grade Polymetric Radioactive

Booster Overdriver-Mark III

350 Steel
150 High Grade Polymetric Radioactive

Booster Overdriver-Mark IV

1000 Steel
250 High Grade Polymetric Radioactive

Booster Overdriver-Mark V

2000 Steel
500 High Grade Polymetric Radioactive

Extended Life Fuel Cell-Mark I

75 Steel
25 High Grade Polymetric Radioactive

Extended Life Fuel Cell-Mark II

175 Steel
75 High Grade Polymetric Radioactive

Extended Life Fuel Cell-Mark III

350 Steel
150 High Grade Polymetric Radioactive

Extended Life Fuel Cell-Mark IV

1000 Steel
250 High Grade Polymetric Radioactive

Extended Life Fuel Cell-Mark V

2000 Steel
500 High Grade Polymetric Radioactive

Fast Charge Fuel Cell-Mark I

75 Steel
25 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell-Mark II

175 Steel
75 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell-Mark III

350 Steel
150 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell-Mark IV

1000 Steel
250 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell-Mark V

2000 Steel
500 Unstable Organometallic Reactive Gas

Hvy Fuel Cell-Mark I

75 Steel
25 Unstable Organometallic Reactive Gas

Hvy Fuel Cell-Mark II

175 Steel
75 Unstable Organometallic Reactive Gas

Hvy Fuel Cell-Mark III

350 Steel
150 Unstable Organometallic Reactive Gas

Hvy Fuel Cell-Mark IV

1000 Steel
250 Unstable Organometallic Reactive Gas

Hvy Fuel Cell-Mark V

2000 Steel
500 Unstable Organometallic Reactive Gas

CAPACITORS

Mark I Weapons Capacitor

50 Steel
50 Copper
50 Inert Gas
50 Low-grade Ore
1 Mark I Capacitor Upgrade (optional)

Mark II Weapons Cap.

125 Steel
125 Copper
125 Inert Gas
125 Low-grade Ore
1 Mark II Capacitor Upgrade or lower (optional)

Mark III Weapons Cap.

250 Steel
250 Copper
250 Inert Gas
250 Low-grade Ore
1 Mark III Capacitor Upgrade or lower (optional)

Mark IV Weapons Cap.

625 Steel
625 Copper
625 Inert Gas
625 Low-grade Ore
1 Mark IV Capacitor Upgrade or lower (optional)

Mark V Weapons Cap.

1250 Steel
1250 Copper
1250 Inert Gas
1250 Low-grade Ore
1 Mark V Capacitor Upgrade or lower (optional)

Energy Saver Battery-Mark I

75 Steel
25 Conductive Borcarbatic Copper

Energy Saver Battery-Mark II

200 Steel
50 Conductive Borcarbatic Copper

Energy Saver Battery-Mark III

350 Steel
150 Conductive Borcarbatic Copper

Energy Saver Battery-Mark IV

1000 Steel
250 Conductive Borcarbatic Copper

Energy Saver Battery-Mark V

2000 Steel
500 Conductive Borcarbatic Copper

Extended Life Battery-Mark I

75 Steel
25 Conductive Borcarbatic Copper

Extended Life Battery-Mark II

200 Steel
50 Conductive Borcarbatic Copper

Extended Life Battery-Mark III

350 Steel
150 Conductive Borcarbatic Copper

Extended Life Battery-Mark IV

1000 Steel
250 Conductive Borcarbatic Copper

Extended Life Battery-Mark V

2000 Steel
500 Conductive Borcarbatic Copper

Heavy Battery-Mark I

75 Steel
25 Conductive Borcarbatic Copper

Hvy Battery-Mark II

200 Steel
50 Conductive Borcarbatic Copper

Hvy Battery-Mark III

350 Steel
150 Conductive Borcarbatic Copper

Hvy Battery-Mark IV

1000 Steel
250 Conductive Borcarbatic Copper

Hvy Battery-Mark V

2000 Steel
500 Conductive Borcarbatic Copper

Quick Recharge Battery-Mark I

75 Steel
25 Conductive Borcarbatic Copper

Quick Recharge Battery-Mark II

200 Steel
50 Conductive Borcarbatic Copper

Quick Recharge Battery-Mark III

350 Steel
150 Conductive Borcarbatic Copper

Quick Recharge Battery-Mark IV

1000 Steel
250 Conductive Borcarbatic Copper

Quick Recharge Battery-Mark V

2000 Steel
500 Conductive Borcarbatic Copper

DROID INTERFACES

Mark I Droid Interface

50 Steel
50 Fiberplast
50 Copper
50 Low Grade Ore
1 Mark I Droid Interface Upgrade or lower (optional)

Mark II Droid Interface

125 Steel
125 Fiberplast
125 Copper
125 Low Grade Ore
1 Mark II Droid Interface Upgrade or lower (optional)

Mark III Droid Interface

250 Steel
250 Fiberplast
250 Copper
250 Low Grade Ore
1 Mark III Droid Interface Upgrade or lower (optional)

Mark IV Droid Interface

625 Steel
625 Fiberplast
625 Copper
625 Low Grade Ore
1 Mark IV Droid Interface Upgrade or lower (optional)

Mark V Droid Interface

1250 Steel
1250 Fiberplast
1250 Copper
1250 Low Grade Ore
1 Mark V Droid Interface Upgrade or lower (optional)

Droid Brain Upgrade-Mark I

75 Steel
25 Conductive Borcarbatic Copper

Droid Brain Upgrade-Mark II

200 Steel
50 Conductive Borcarbatic Copper

Droid Brain Upgrade-Mark III

350 Steel
150 Conductive Borcarbatic Copper

Droid Brain Upgrade-Mark IV

1000 Steel
250 Conductive Borcarbatic Copper

Droid Brain Upgrade-Mark V

2000 Steel
500 Conductive Borcarbatic Copper

Maintenance Reduction Kit-Mark I

75 Steel
25 Conductive Borcarbatic Copper

Maintenance Reduction Kit-Mark II

200 Steel
50 Conductive Borcarbatic Copper

Maintenance Reduction Kit-Mark III

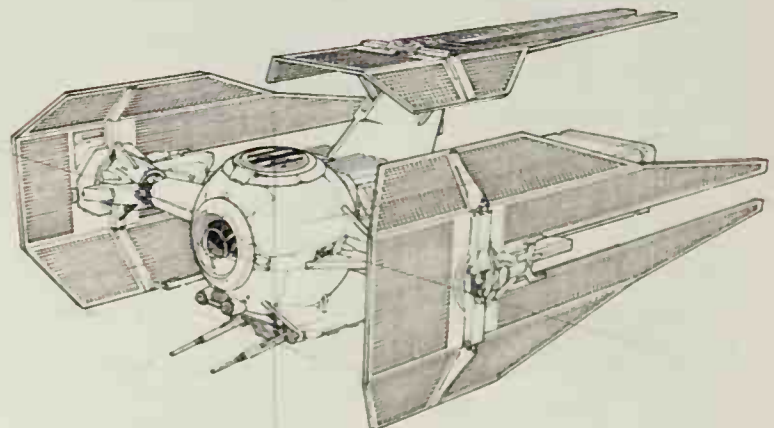
350 Steel
150 Conductive Borcarbatic Copper

Maintenance Reduction Kit-Mark IV

1000 Steel
250 Conductive Borcarbatic Copper

Maintenance Reduction Kit-Mark V

2000 Steel
500 Conductive Borcarbatic Copper



ENGINES

Mark I Starfighter Engine

50 Steel
50 Radioactive
50 Iron
50 Aluminum
1 Mark I Engine Upgrade or lower
(optional)

Mark II Starfighter Engine

125 Steel
125 Radioactive
125 Iron
125 Aluminum
1 Mark II Engine Upgrade or lower
(optional)

Mark III Starfighter Engine

250 Steel
250 Radioactive
250 Iron
250 Aluminum
1 Mark III Engine Upgrade or lower
(optional)

Mark IV Starfighter Engine

625 Steel
625 Radioactive
625 Iron
625 Aluminum
1 Mark IV Engine Upgrade or lower
(optional)

Mark V Starfighter Engine

1250 Steel
1250 Radioactive
1250 Iron
1250 Aluminum
1 Mark V Engine Upgrade or lower
(optional)

Engine Limiter-Mark I

75 Steel
25 Fermionic Siliclastic Ore
Engine Limiter-Mark II
200 Steel
25 Fermionic Siliclastic Ore

Engine Limiter-Mark III

350 Steel
150 Fermionic Siliclastic Ore

Engine Limiter-Mark IV

1000 Steel
250 Fermionic Siliclastic Ore

Engine Limiter-Mark V

2000 Steel
500 Fermionic Siliclastic Ore

Engine Overdriver-Mark I

75 Steel
25 Fermionic Siliclastic Ore

Engine Overdriver-Mark II

200 Steel
50 Fermionic Siliclastic Ore

Engine Overdriver-Mark III

350 Steel
150 Fermionic Siliclastic Ore

Engine Overdriver-Mark IV

1000 Steel
250 Fermionic Siliclastic Ore

Engine Overdriver-Mark V

2000 Steel
500 Fermionic Siliclastic Ore

Mass Reduction Kit-Mark I

75 Steel
25 Perovskitic Aluminum

Mass Reduction Kit-Mark II

200 Steel
50 Perovskitic Aluminum

Mass Reduction Kit-Mark III

350 Steel
150 Perovskitic Aluminum

Mass Reduction Kit-Mark IV

1000 Steel
250 Perovskitic Aluminum

Mass Reduction Kit-Mark V

2000 Steel
500 Perovskitic Aluminum

Upgraded Retro Thrusters-Mark I

200 Steel
50 Perovskitic Aluminum

Upgraded Retro Thrusters-Mark II

200 Steel
50 Perovskitic Aluminum

Upgraded Retro Thrusters-Mark III

350 Steel
150 Perovskitic Aluminum

Upgraded Retro Thrusters-Mark IV

1000 Steel
250 Perovskitic Aluminum

Upgraded Retro Thrusters-Mark V

2000 Steel
500 Perovskitic Aluminum

REACTORS

Mark I Fusion Reactor

50 Steel
50 Copper
50 Radioactive
50 Inert Gas
1 Mark I Reactor Upgrade or lower
(optional)

Mark II Fusion Reactor

125 Steel
125 Copper
125 Radioactive
125 Inert Gas
1 Mark II Reactor Upgrade or lower
(optional)

Mark III Fusion Reactor

250 Steel
250 Copper
250 Radioactive
250 Inert Gas
1 Mark III Reactor Upgrade or lower
(optional)

Mark IV Fusion Reactor

625 Steel
625 Copper
625 Radioactive
625 Inert Gas
1 Mark IV Reactor Upgrade or lower
(optional)

Mark V Fusion Reactor

1250 Steel
1250 Copper
1250 Radioactive
1250 Inert Gas
1 Mark V Reactor Upgrade or lower
(optional)

Reactor Limiter-Mark I

75 Steel
25 High Grade Polymetric

Reactor Limiter-Mark II

200 Steel
50 High Grade Polymetric

Reactor Limiter-Mark III

350 Steel
150 High Grade Polymetric

Reactor Limiter-Mark IV

1000 Steel
250 High Grade Polymetric

Reactor Limiter-Mark V

2000 Steel
500 High Grade Polymetric

Reactor Overcharger-Mark I

75 Steel
25 High Grade Polymetric

Reactor Overcharger-Mark II

200 Steel
50 High Grade Polymetric

Reactor Overcharger-Mark III

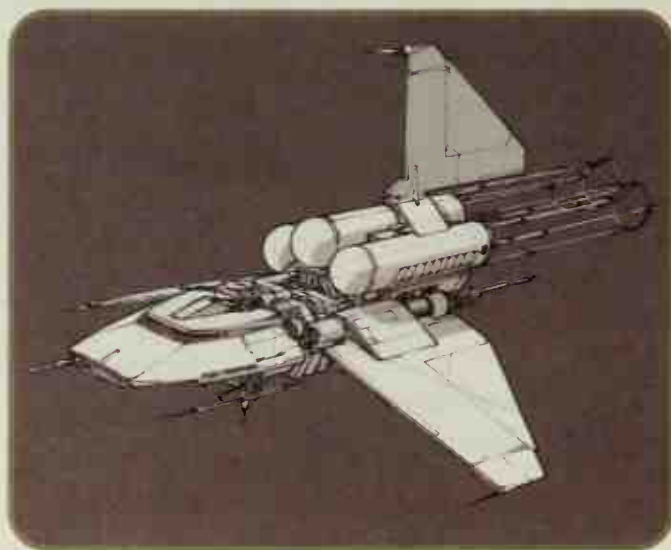
350 Steel
150 High Grade Polymetric

Reactor Overcharger-Mark IV

1000 Steel
250 High Grade Polymetric

Reactor Overcharger-Mark V

2000 Steel
500 High Grade Polymetric



SHIELDS

Mark I Deflector Shield Generator

50 Steel
50 Reactive Gas
50 Aluminum
50 Siliclastic Ore
1 Mark I Shield Upgrade or lower (optional)

Mark II Deflector Shield Generator

125 Steel
125 Reactive Gas
125 Aluminum
125 Siliclastic Ore
1 Mark II Shield Upgrade or lower (optional)

Mark III Deflector Shield Generator

250 Steel
250 Reactive Gas
250 Aluminum
250 Siliclastic Ore
1 Mark III Shield Upgrade or lower (optional)

Mark IV Deflector Shield Generator

625 Steel
625 Reactive Gas
625 Aluminum
625 Siliclastic Ore
1 Mark IV Shield Upgrade or lower (optional)

Mark V Deflector Shield Generator

1250 Steel
1250 Reactive Gas
1250 Aluminum
1250 Siliclastic Ore
1 Mark V Shield Upgrade or lower (optional)

Shield Energy Saver Kit-Mark I

75 Steel
25 Gravitonic Fiberplast

Shield Energy Saver Kit-Mark II

200 Steel
50 Gravitonic Fiberplast

Shield Energy Saver Kit-Mark III

350 Steel
150 Gravitonic Fiberplast

Shield Energy Saver Kit-Mark IV

1000 Steel
250 Gravitonic Fiberplast

Shield Energy Saver Kit-Mark V

2000 Steel
500 Gravitonic Fiberplast

Shield Intensifier-Mark I

75 Steel
25 Gravitonic Fiberplast

Shield Intensifier-Mark II

200 Steel
50 Gravitonic Fiberplast

Shield Intensifier-Mark III

350 Steel
150 Gravitonic Fiberplast

Shield Intensifier-Mark IV

1000 Steel
250 Gravitonic Fiberplast

Shield Intensifier-Mark V

2000 Steel
500 Gravitonic Fiberplast

Shield Limiter-Mark I

75 Steel
25 Gravitonic Fiberplast

Shield Limiter-Mark II

200 Steel
50 Gravitonic Fiberplast

Shield Limiter-Mark III

350 Steel
150 Gravitonic Fiberplast

Shield Limiter-Mark IV

1000 Steel
250 Gravitonic Fiberplast

Shield Limiter-Mark V

2000 Steel
500 Gravitonic Fiberplast

Shield Overcharger-Mark I

75 Steel
25 Gravitonic Fiberplast

Shield Overcharger-Mark II

200 Steel
50 Gravitonic Fiberplast

Shield Overcharger-Mark III

350 Steel
150 Gravitonic Fiberplast

Shield Overcharger-Mark IV

1000 Steel
250 Gravitonic Fiberplast

Shield Overcharger-Mark V

2000 Steel
500 Gravitonic Fiberplast



WEAPONS: PROJECTILE

Light Blaster

50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (optional)

Light Disruptor

50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (optional)

Light Ion Cannon

50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (optional)

Mid-Grade Blaster

125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (optional)

Mid-Grade Disruptor

125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (optional)

Mid-Grade Ion Cannon

125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (optional)

Heavy Blaster

250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (optional)

Heavy Disruptor

250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (optional)

Heavy Ion Cannon

250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (optional)

Advanced Blaster

625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (optional)

Advanced Disruptor

625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (optional)

Advanced Ion Cannon

625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (optional)

Experimental Blaster

1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (optional)

Experimental Disruptor

1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (optional)

Experimental Ion Cannon

1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (optional)

Armor Effectiveness

Intensifier-Mark I
75 Steel
25 High Grade Polymetric Radioactive

Armor Effectiveness

Intensifier-Mark II
200 Steel
50 High Grade Polymetric Radioactive

Armor Effectiveness

Intensifier-Mark III
350 Steel
150 High Grade Polymetric Radioactive

Armor Effectiveness

Intensifier-Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Armor Effectiveness

Intensifier-Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Max Damage

Intensifier-Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Max Damage

Intensifier-Mark II
200 Steel
50 Unstable Organometallic Reactive Gas

Max Damage

Intensifier-Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Max Damage

Intensifier-Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Max Damage

Intensifier-Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Min Damage

Intensifier-Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Min Damage

Intensifier-Mark II
200 Steel
50 Unstable Organometallic Reactive Gas

Min Damage

Intensifier-Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Min Damage

Intensifier-Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Min Damage

Intensifier-Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Quick Shot Upgrade-

Mark I
75 Steel
25 Fermionic Siliclastic Ore



Quick Shot Upgrade-Mark II

200 Steel
50 Fermionic Siliclastic Ore

Quick Shot Upgrade-Mark III

350 Steel
150 Fermionic Siliclastic Ore

Quick Shot Upgrade-Mark IV

1000 Steel
250 Fermionic Siliclastic Ore

Quick Shot Upgrade-Mark V

2000 Steel
500 Fermionic Siliclastic Ore

Shield Effectiveness Intensifier-Mark I

75 Steel
25 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier-Mark II

200 Steel
50 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier-Mark III

350 Steel
150 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier-Mark IV

1000 Steel
250 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier-Mark V

2000 Steel
500 High Grade Polymetric Radioactive

Speed Limiter Upgrade-Mark I

75 Steel
25 Fermionic Siliclastic Ore

Speed Limiter Upgrade-Mark II

200 Steel
50 Fermionic Siliclastic Ore

Speed Limiter Upgrade-Mark III

350 Steel
150 Fermionic Siliclastic Ore

Speed Limiter Upgrade-Mark IV

1000 Steel
250 Fermionic Siliclastic Ore

Speed Limiter Upgrade-Mark V

2000 Steel
500 Fermionic Siliclastic Ore

WEAPONS: MISSILES**Mark I Concussion Launcher**

350 Steel
150 Aluminum

Mark I Image-Rec Launcher

750 Steel
250 Aluminum

Mark I Proton Launcher

150 Steel
50 Aluminum

Mark I Seismic Launcher

750 Steel
250 Aluminum

Mark I Spacebomb Launcher

2000 Steel
500 Aluminum

Mark II Concussion Launcher

2000 Steel
500 Aluminum

Mark II Image-Rec Launcher

4000 Steel
1000 Aluminum

Mark II Proton Launcher

750 Steel
250 Aluminum

Mark II Seismic Launcher

2000 Steel
500 Aluminum

Mark II Spacebomb Launcher

4000 Steel
1000 Aluminum

Mark III Concussion Launcher

4000 Steel
1000 Aluminum

Mark III Proton Launcher

2000 Steel
500 Aluminum

Mark III Seismic Launcher

4000 Steel
1000 Aluminum

Mark IV Proton Launcher

4000 Steel
1000 Aluminum

Mark I Concussion Missile Pack

200 Steel
50 Radioactive

Mark I Image-Rec Missile Pack

375 Steel
125 Radioactive

Mark I Proton Missile Pack

75 Steel
25 Radioactive

Mark I Seismic Missile Pk.

375 Steel
125 Radioactive

Mark I Spacebomb Pack

1000 Steel
250 High Grade Polymetric Radioactive

Mark II Concussion Missile Pack

1000 Steel
250 High Grade Polymetric Radioactive

Mark II Image-Rec Missile Pack

2000 Steel
500 High Grade Polymetric Radioactive

Mark II Proton Missile Pk.

375 Steel
125 Radioactive

Mark II Seismic Missile Pk.

1000 Steel
250 High Grade Polymetric Radioactive

Mark II Spacebomb Pack

2000 Steel
500 High Grade Polymetric Radioactive

Mark III Concussion Missile Pack

2000 Steel
500 High Grade Polymetric Radioactive

Mark III Proton Missile Pk.

1000 Steel
250 High Grade Polymetric Radioactive

Mark III Seismic Missile Pk.

2000 Steel
500 High Grade Polymetric Radioactive

Mark IV Proton Missile Pk.

2000 Steel
500 High Grade Polymetric Radioactive

WEAPONS: COUNTER-MEASURES**Chaff Launcher**

150 Steel
50 Radioactive

EM Emitter Launcher

1875 Steel
625 Radioactive

IFF Confuser Launcher

3750 Steel
1250 Radioactive

Micro-Chaff Launcher

750 Steel
250 Radioactive

Sensor Decoy Launcher

375 Steel
125 Radioactive

Chaff Pack

75 Steel
25 Metal

EM Emitter Pack

1000 Steel
250 Metal

IFF Confuser Pack

2000 Steel
500 Metal

Micro-Chaff Pack

350 Steel
150 Metal

Sensor Decoy Pack

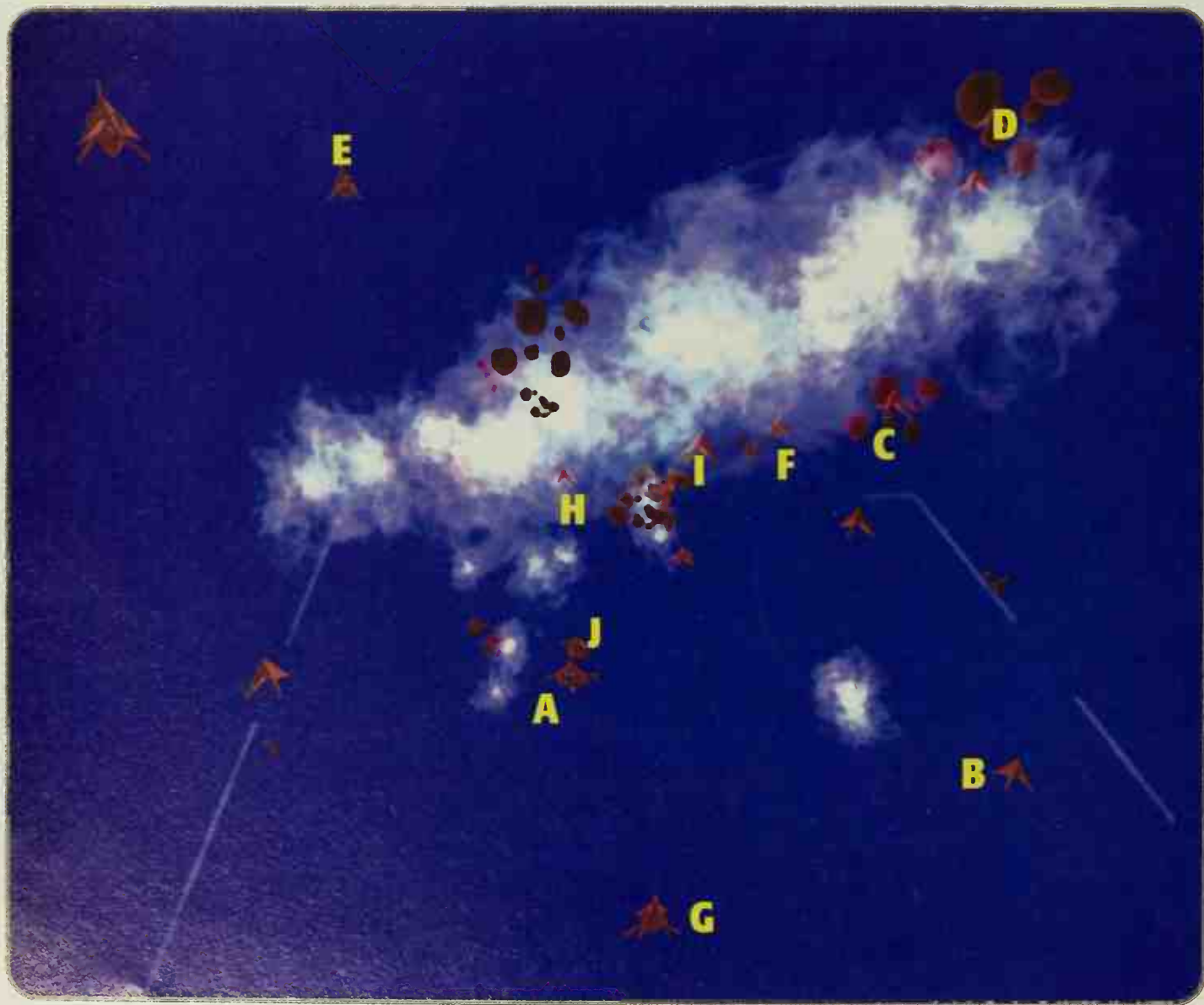
200 Steel
50 Metal



JANESSA'S ATLAS

TATOO SYSTEM

Located in the Outer Rim, the Tatoo System is dominated by two binary stars known as the twin suns. Although considered remote by many, the system is a hub for several key hyperspace lanes. The system's most notable planet the desert world of Tatooine actually serves as a nexus for these hyperspace routes and has become the site of numerous orbital battles. Although frequently patrolled by the Empire, the Tatoo system is largely controlled by the lawless Hutts. Various pirate factions, mercenary groups, and smugglers also frequent the system, preying on local transports and making travel through the Tatoo System very dangerous for unseasoned pilots.



A **Tatooine Space Station (Station)**

Coordinates (X, Y, Z): 2311, -5872, 1865

The space station at Tatooine isn't the friendliest one in the galaxy, but for the right price they can be persuaded to provide emergency repairs. The station is notorious for clearing anyone to land at any of Tatooine's starports without even the most basic security protocols in place.

B **Iron Planet (Point of Interest)**

Coordinates (X, Y, Z): -6278, 58, 1601

The material of this "Iron Planet" is starkly different than the neighboring asteroids in areas circumventing the Traders' Grotto. It is unknown whether or not it will help against squelching the high resource demands from planet Tatooine. Only time will tell.

C **Rebel Ruins (POI)**

Coordinates (X, Y, Z): -1507, 1904, -3392

Lying in ruins, the once-prominent Rebel Space Station was the base of operations for most Alliance activity in the Tatooine System. It was only then, at the height of glory of the Alliance, did the Empire suffocate any hope of survival. Only a carcass of the Rebel Space Station remains and, floating around it, memories of war in the form of TIE and X-Wing debris.

D **Miner's Yard (Hyperspace)**

Coordinates (X, Y, Z): -4933, 6439, 6890

Tatooine's resource numbers are plummeting daily. It is up to local miners to branch out and collect resources to replenish high demands. Their target: Asteroid Fields.

Inhabitants: Miners

Danger Level: Low

E **Deep Sea (Hyperspace)**

Coordinates (X, Y, Z): 5475, 4455, 6433

Home to Hutt influence, the Deep Sea Quadrant proves dangerous to "unapproved" visitors. Unless one has business here, it's best to stay away.

Inhabitants: Hutts

Danger Level: HIGH

F **Desert Sands (Hyperspace)**

Coordinates (X, Y, Z): 6451, -1528, -3502

It is unknown if the Desert Sands Quadrant is home to friendly entities. The Imperial Navy has forwarded a word of warning to those looking to travel through the area.

Inhabitants: Unknown

Danger Level: Medium

G **Outer Rim (Hyperspace)**

Coordinates (X, Y, Z): -6933, -3512, 970

Approved by the Imperial Navy, all travel to this Quadrant is **RESTRICTED**. Hostile enemies have been seen and it is **IMPERATIVE** that travel to this Quadrant be ceased! You have been warned.

Inhabitants: Unknown

Status: RESTRICTED

Danger Level: HIGH

H **Trader's Grotto (POI)**

Coordinates (X, Y, Z): -500, 250, 2000

Numerous trading routes litter Traders' Grotto and provides easy, safe travel to and from the Tatooine Space Station.

I **Ghost Tide Nebula (POI)**

Coordinates (X, Y, Z) :-3000, 1800, 0

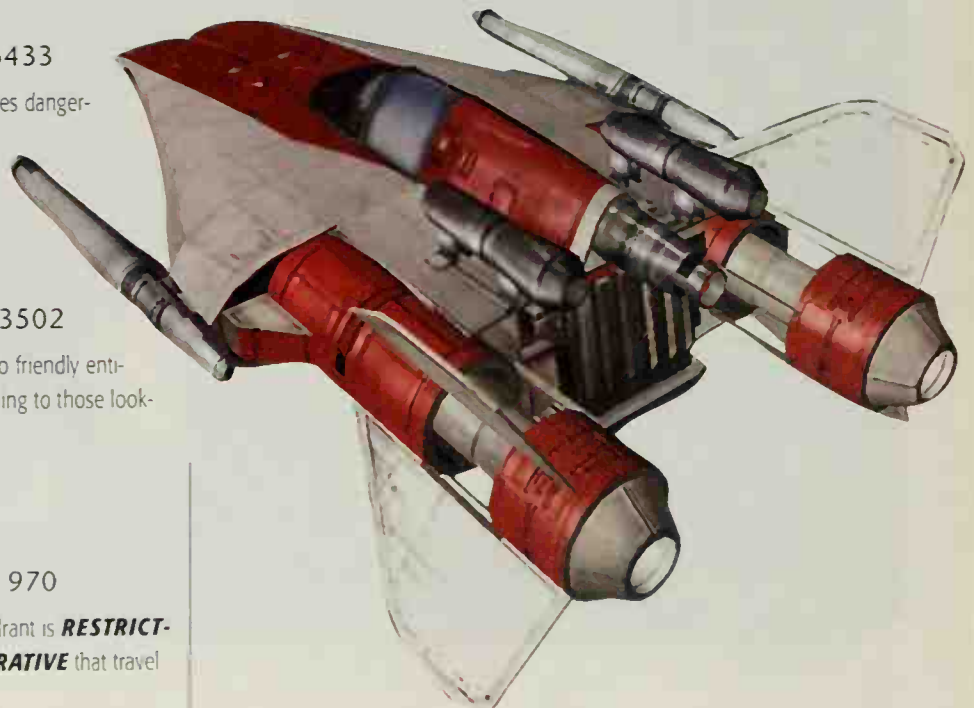
Thick cover from the Ghost Tide Nebula provides pirates superb concealment when trying to ambush unsuspecting freighters. Travellers are warned and directed away from the Ghost Tide. Many ignoring the warning are never heard from again.

J **Hutt Claims (POI)**

Coordinates (X, Y, Z): -250, -3500, 1800

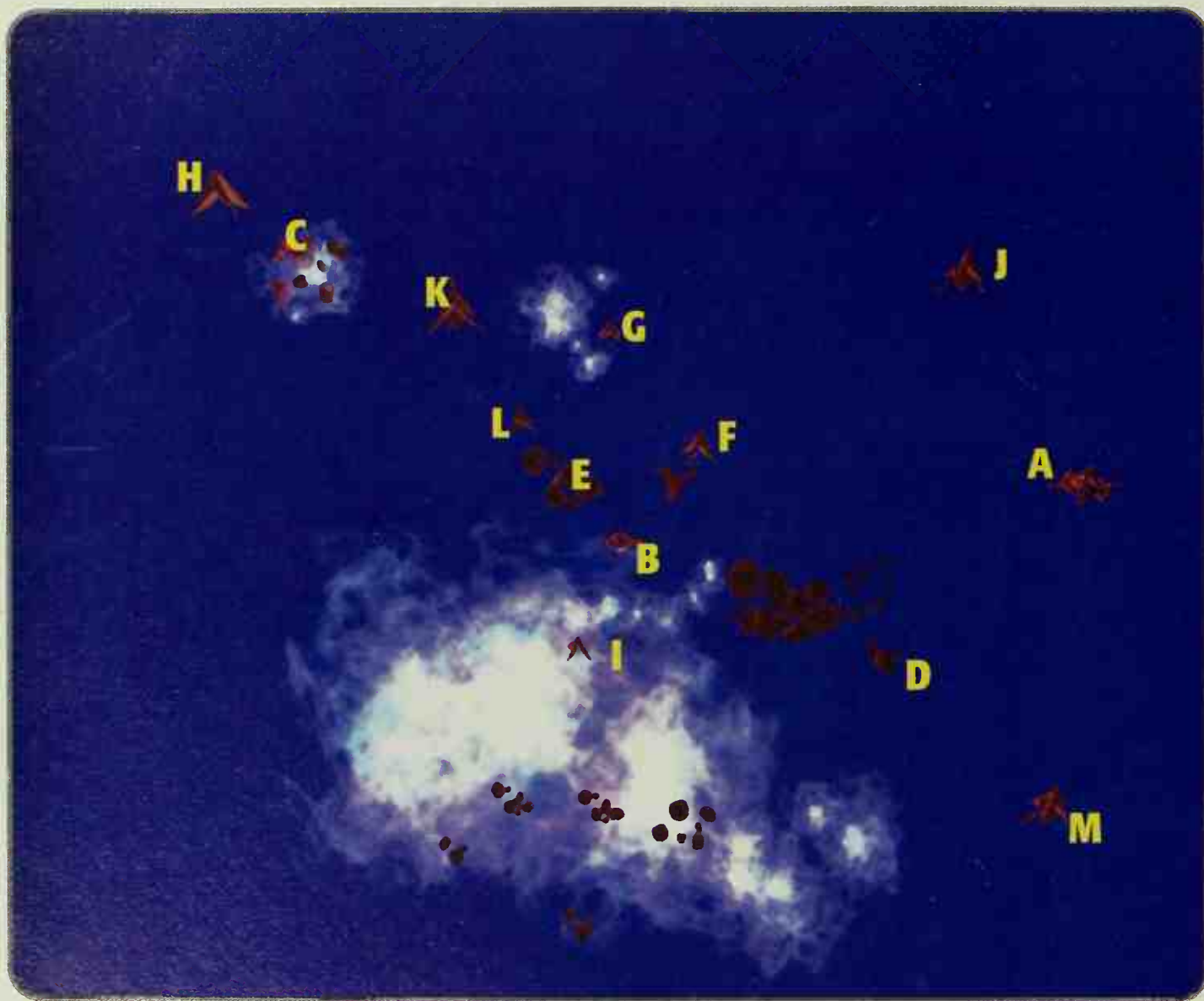
Met with fierce resistance, the Hutts have ceased their attacks on the areas surrounding the Tatooine Space Station. They had hoped to claim the station and collect the fees generated from it by making travellers pay tolls to be allowed access to Tatooine's space. They underestimated the Mos Eisley police and their allies. All that is left from this launch point are the remains of war.

See Late-Breaking Additions, p. 463, for new Points of Interest in the Tatoo System!



NABOO SYSTEM

A single yellow star serves as the anchor for the Mid-Rim's Naboo System. Historically, the system which is named after its primary world, the pastoral Naboo has been a fairly peaceful and safe region of space. Prior to the Clone Wars, however, the system was rocked by violence when the Trade Federation blockaded the planet Naboo, resulting in a large-scale space battle. In the years that followed, smugglers slipped into the Naboo system in search of a safe haven, while pirates began hunting trade transports traveling to and from peaceful Naboo. Currently, the Empire maintains control over the system, but the travel routes are still plagued by hostile vessels.



A Naboo Space Station (Station)

Coordinates (X, Y, Z): -2491, 905, -6460

Home of the Royal Security Forces, the space station can provide emergency repairs or clear travellers to land at any of Naboo's star ports.

B Rori Space Station (Station)

Coordinates (X, Y, Z): 6226, -4450, 484

Serving Naboo's most popular moon, Rori, this space station can provide travellers with emergency repairs or permission to land at any of Rori's starports.

C Arrissa's Field (POI)

Coordinates (X, Y, Z): 3890, 3399, 7513

Named after the pirate Arrissa n'Osnyi, the iron asteroid field holds testament to many pirate victories. Hiding within the field, and covered by the Obligon Nebula, pirates were successful in ambushing passing freighters. Needless to say, the old trade route through this area has been vacated for years. Now, it is frequented by Imperial influence in hopes of keeping pirates out of the area for good.

D Trade Federation Hulk (POI)

Coordinates (X, Y, Z): 2501, -5926, -5497

This heap of debris stands as a reminder of Naboo's ancient battle against the forces of greed, and a monument to the Royal Security Forces prowess in starfighter combat. Even still, rare members of the Trade Federation still live at the site and are often left alone."

E Wishing Lake Zone (POI)

Coordinates (X, Y, Z): -500, 250, 2000

The area known as 'Wishing Lake' was first named by deep space mercenaries hired by the Trade Federation for commercial security. Today, the area stands void of activity. It is said to be a bad omen, a rumor started by the Royal Security Forces and traders alike.

F Emperor's Way (POI)

Coordinates (X, Y, Z): -3000, 1800, 0

The public portion of the 'Emperor's Way' is a weapons-hold zone policed by elite TIE squadrons.

G Empire's Station I (Station)

Coordinates (X, Y, Z): 3511, 1774, 944

The Imperial forces present in Naboo Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

H Rebellion Remnants (POI)

Coordinates (X, Y, Z): -5581, 5831, 5663

Poetically named by Sonal Serore, an Imperial artisan, the Rebel Station was once a prominent home to the Rebel Alliance. Now, it only remains as a monument to the glory of the Empire and the undeniable strength and might they possess. Rumor has it that the Alliance has returned to its once-home. Could it be that they hope to prosper once again in Naboo's Empire-controlled space?

I Old Trade Federation Route (POI)

Coordinates (X, Y, Z): -250, -3500, 1800

Rarely traveled, the Old Trade Federation Route lies within the Enmaekeda Nebula, a tumultuous ball of space matter home to Borvo's thugs. The Imperial Navy has claimed the route unsafe and has restricted travel to all parties.

J Royal Way (Hyperspace)

Coordinates (X, Y, Z): -944, 3945, -4525

A common sight in Naboo's space, the Royal Security Forces hope to keep the peace by policing approved travel space and "removing" offenders. It would be wise not to travel here if you find yourself on the bad side of the Royal Security Forces.

Inhabitants: Royal Security Forces of Naboo

Danger Level: Low

K Penumbra Omen (Hyperspace)

Coordinates (X, Y, Z): -2992, 3984, 3520

Important!! Quadrant II, Code Name Area D-512 has been changed to Code Name "The Penumbra Omen Quadrant" effective immediately!!

Immediate Notice from the Imperial Navy: All access to this Quadrant is prohibited by law of the Empire. Again, Area D-512 is now **PROHIBITED to ALL TRAVEL!!** Unknown Flying Starships have been found in the area and have proved to be **INCREDIBLY DANGEROUS!!** Do **NOT** travel in this Quadrant!!

Code Name for Unknown Starships: Penumbra Omen

Inhabitants: Unknown

Status: TRAVEL PROHIBITED

Danger Level: HIGH

L Sea of Veruna (Hyperspace)

Coordinates (X, Y, Z): 5935, -982, 2946

The Sea of Veruna proves to be a vast quadrant of dead space.

Potentially safe, the hyperspace location is used often by all travellers. Be warned, however, as the Empire hopes to secure it within the year's end.

Inhabitants: Unknown

Danger Level: Low

M Kylantha's Whim (Hyperspace)

Coordinates (X, Y, Z): -5952, -2758, -5005

Although mostly deserted, one can find a few Imperial patrols circling about Kylantha's Whim. It is rumored that a young and wealthy suitor, infatuated with the Queen Kylantha, claimed he purchased a quadrant for her in Naboo Space, hoping it would bring to light the love he had for her. The Queen kindly refused his offer of marriage, stating her desire to "marry" her people and serve them with all of her time. Crushed, the young man renamed the quadrant to Kylantha's Whim. The quadrant has kept its name ever since.

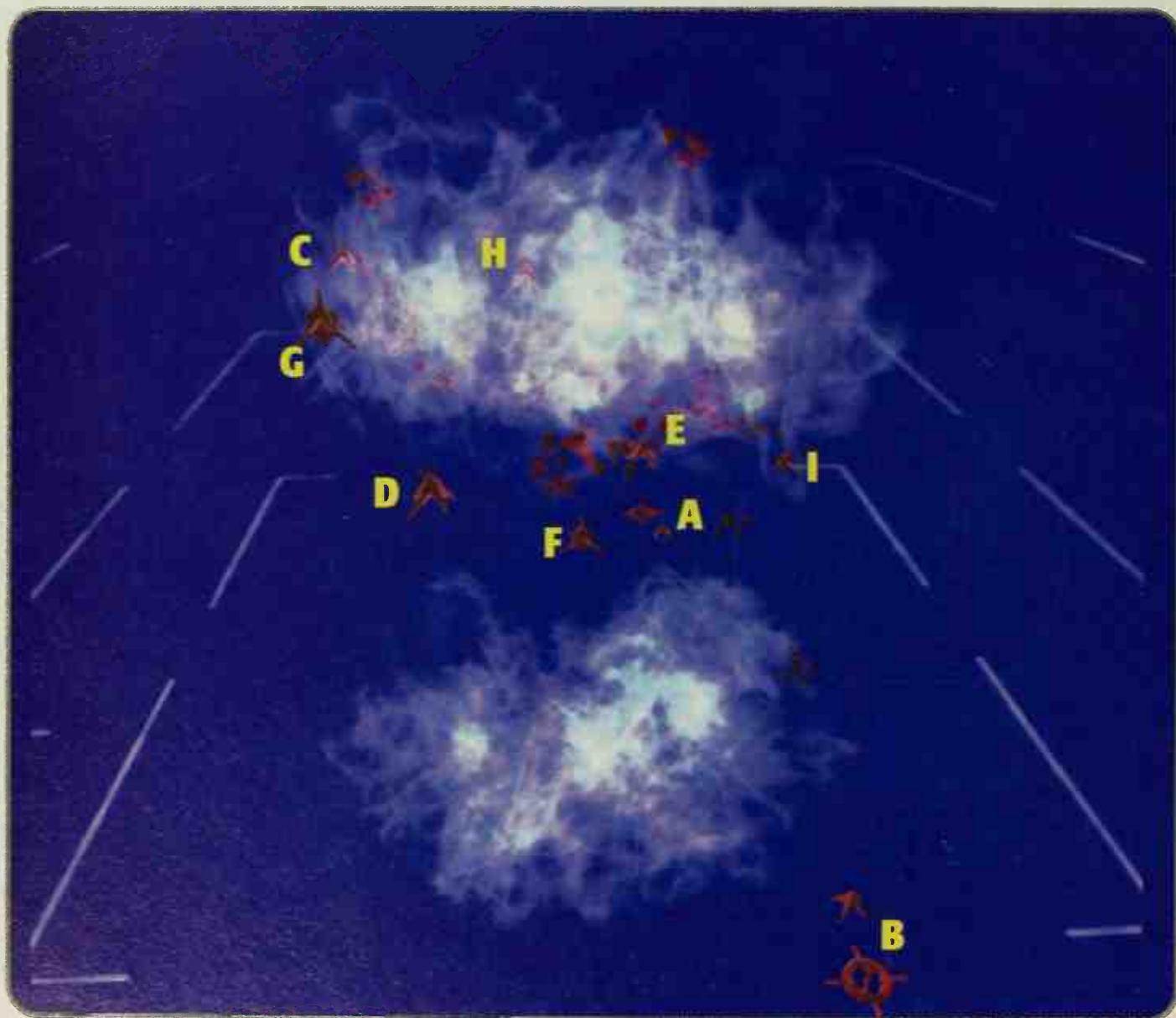
Inhabitants: The Empire

Danger Level: Medium

See Late-Breaking Additions, p. 464, for new Points of Interest in the Naboo System!

CORELLIA SYSTEM

The Corellian System is considered part of the "Core Worlds," those systems that make up the heart of the Empire. The system itself is home to five inhabited worlds, including Corellia and Talus. Corellian worlds produce some of the most advanced starship technology in the galaxy. To protect its shipyards and homeworlds, the Corellian system is policed by both local security forces such as CorSec and the Empire. However, the Corellian system is also notorious for its large contingents of smugglers and pirates.





A Corellia Space Station (Station)

Coordinates (X, Y, Z): 6519, -5373, -2600

Home of the Corellian Security Forces, this space station can provide emergency repairs for a service, as well as clear you for landing at any of Corellia's starports."

B Talus Space Station (Station)

Coordinates (X, Y, Z): -6348, -5274, -3956

The Space Station at Talus can provide you with emergency repairs or clear you to land at any of Talus' starports.

C Pirate's Shadow (POI)

Coordinates (X, Y, Z): 871, 3212, 4188

The Pirate's Shadow, an asteroid field named after the cover it brings to attacking hooligans, serves as a rallying point for smugglers, pirates and ne'er-do-wells dodging CorSec patrols."

D Alliance Station II (Station)

Coordinates (X, Y, Z): -7132, 2340, 2014

The Rebel forces present in Corellia Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

E Alliance Station I (Station)

Coordinates (X, Y, Z): -1463, 318, -1012

The Rebel forces present in Corellia Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

F CorSec Wing (Hyperspace)

Coordinates (X, Y, Z): -967, -1513, 0

Controlled fiercely by both the Rebellion and the CorSec, the CorSec Wing proves dangerous for members of the Empire. The Rebellion is found to be unsympathetic to Imperial starships flying in the CorSec Wing Quadrant and will shoot them down on sight. Beware.

Inhabitants: CorSec and the Rebellion

Danger Level: HIGH

G Trifecta Star (Hyperspace)

Coordinates (X, Y, Z): -4962, 3704, 3442

Although deserted to some degree, the Trifecta Star is the nearby home to the Rebel Alliance, the Blacksun and the Binyare. Only under dire circumstances should one choose to travel to this quadrant.

Beware.

Inhabitants: Rebel Alliance, Blacksun, Binyare

Danger Level: Medium

H Binyare Razorcat (Hyperspace)

Coordinates (X, Y, Z): 1840, 2656, 944

The Binyare Razorcat is often avoided due to the high density of the pirate factions, Binyare and the Hidden Daggers. Only brave travellers can be found circling the area, fighting off the pirates who dare close in on the defenseless pirates.

Inhabitants: Binyare and Hidden Daggers

Danger Level: Medium

I Corellia's Own (Hyperspace)

Coordinates (X, Y, Z): 6981, -3577, -5997

If a quadrant in Corellia could be called safe, Corellia's Own is the one. Only patrolled by CorSec, the trade routes from the Corellia Station to the Talus Station are patrolled mostly by trading freighters and civilian craft. Still, Imperial presence is frowned upon here and proves to be hostile to starships openly claiming to be of the Empire.

Inhabitants: CorSec

Danger Level: Low

See Late-Breaking Additions, p. 464, for new Points of Interest in the Corellia System!

LOK SYSTEM

An Outer Rim system, the Karthakk System has long attracted the attention of pirates and other unscrupulous spacers who prey on transports moving along the nearby Rimma trade route and Corellian Run. The system is also rich in resources, which transformed the region into a major battlefield during the early days of the Clone Wars. Among the Karthakk system's planets is Lok, a pirate haven ruled by the warlord Nym.

The Lok space sector in **Star Wars Galaxies: Jump to Lightspeed** will keep players on their toes as they avoid the many pirate factions taking advantage of this corridor's path and riches. While Nym is rumored to be sympathetic to the Rebels on the ground, no one is safe cruising the airways above.



A Censorious Tempest (Nebula)

Coordinates (X, Y, Z): 1, 1, 1

The Censorious Tempest Nebula lies in the outermost reaches of Lok's System. The constant presence of the nearby asteroid field causes frequent electrical outbursts for which the Censorious Tempest earns its name.

B Empire's Station I (Station)

Coordinates (X, Y, Z): -1798, 2649, 401

The Imperial forces present in Lok Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

C Spine of Lok (POI)

Coordinates (X, Y, Z): -1488, 456, 918

Made out of obsidian rock, the Spine of Lok stretches across the vast, dark haze of Lok's often-quiet space. Miners have yet to venture here to find what exactly the obsidian rock holds in regards to resources and lucrative sales.

D Alliance Station I (Station)

Coordinates (X, Y, Z): 1799, -2458, -3680

The Rebel forces present in Lok Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

E Lok Space Station (Station)

Coordinates (X, Y, Z): -6235, -5341, 113

The space station on Lok can provide emergency repairs or clear you to land at Nym's Stronghold on the planet.

F Nym's Hovel (Hyperspace)

Coordinates (X, Y, Z): -505, 4421, 4459

Within the heart of the first quadrant, Nym and his thugs search for unsuspecting enemies. Nym's Hovel has proven to be an ill place for those finding themselves on the wrong side of the notorious pirate.

Inhabitants: Nym's Thugs

Danger Level: Medium

G Rebellion Blaze (Hyperspace)

Coordinates (X, Y, Z): 1499, -5451, -5962

The Rebellion Blaze Quadrant is home to loyal members of the Rebel Alliance. Named after the infamous Rebel Gunboat, the Rebellion Blaze, the Alliance has chosen the Lok system as one of its points of operative origin.

Members of the Empire are not welcome here and will be hunted down immediately if seen.

Inhabitants: Rebel Alliance

Danger Level: Medium

H Lurid Dawn (Hyperspace)

Coordinates (X, Y, Z): -6926, -497, 955

Lok's very own dead space. The Rebel Alliance hopes to secure this quadrant for operative expansion within the year's end.

Inhabitants: Unknown

Danger Level: Low

I Voria's Ember (Hyperspace)

Coordinates (X, Y, Z): 6492, 1478, -524

Voria Sergar was found orphaned at a young age. Abandoned by her slave master, she wandered the planet of Lok for several months before being found by a Rebel Officer, Isnal Roran. Voria had been battered and bruised, having fled many near-death situations. Finally, she was safe. Voria ascended the ranks in the Rebel Alliance with blinding speed. Her abilities and fluidity with slicing and manipulating computers were viewed as assets to the Rebellion. She soon earned her wings and headed to Lok's system. There, she met her fate, unable to maneuver in time before an Imperial missile struck her down. No matter how far away, each member of the Rebellion felt her passing. Voria's Ember, Lok's fourth quadrant, was named after the Rebel sergeant in her honor.

Inhabitants: Unknown

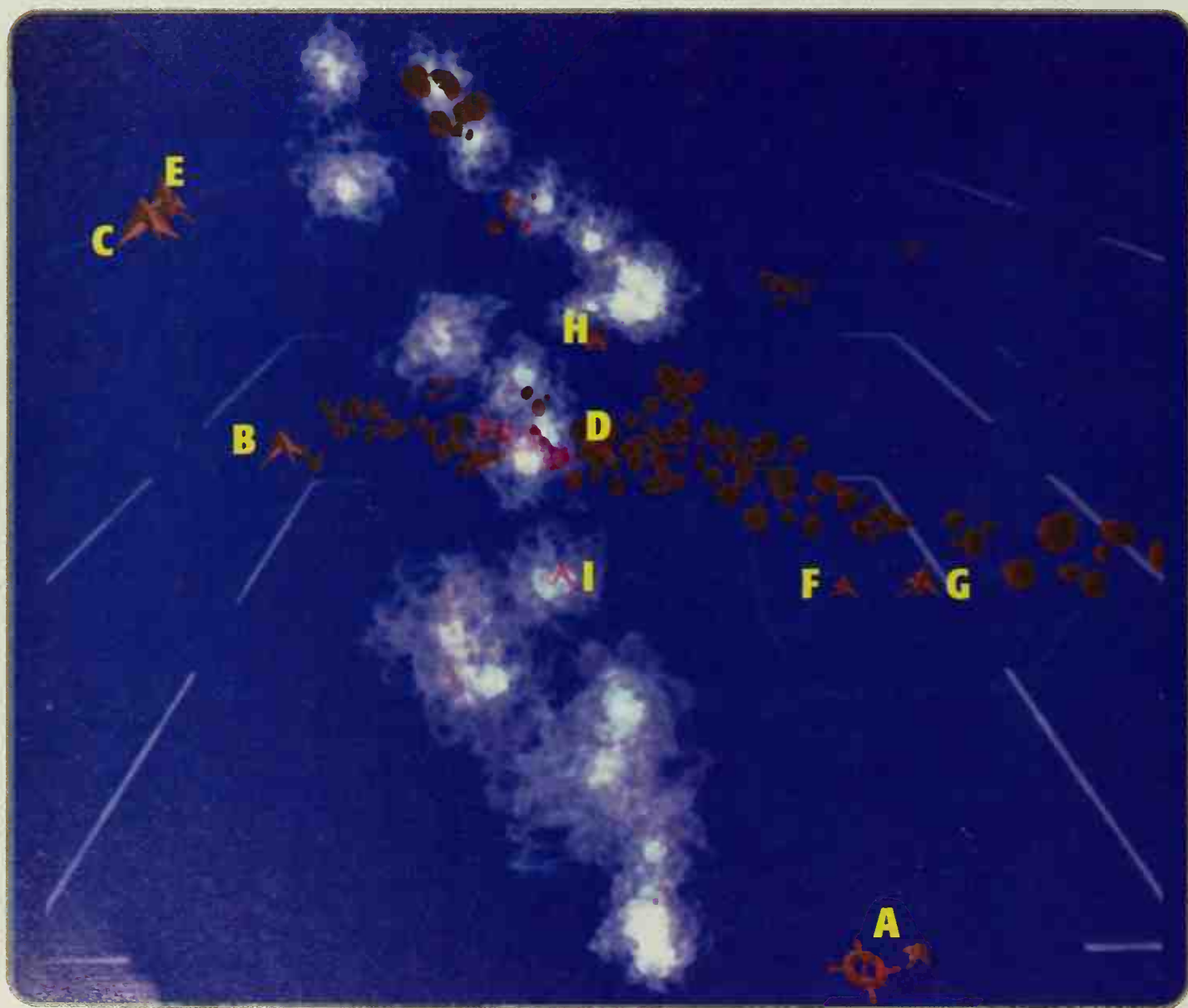
Danger Level: Low



See Late-Breaking Additions, p. 464, for new Points of Interest in the Lok System!

YAVIN SYSTEM

The Yavin System consists of a monstrous orange gas giant surrounded by several moons, including the jungle planet of Yavin 4. Far from the Galactic Core and major hyperspace lanes, the system does not appear on many astrogation charts. Formed over 7.5 billion years ago, the system was first surveyed during the Old Republic's Expansion Era, and was originally recorded as unfit for human habitation. However, the ancient Sith eventually colonized Yavin 4. The system later became the site of the Battle of Yavin, during which several brave Rebel pilots destroyed the first Death Star battle station.



A Yavin4 Space Station (Station)

Coordinates (X, Y, Z): -5592, -7070, -5291

Serving the outposts on this hostile jungle planet, the space station will provide emergency repairs to get you on your way, or clear you for landing at any of the outposts on Yavin4.

B Empire's Station I (Station)

Coordinates (X, Y, Z): -4190, 1539, 4596

The Imperial forces present in Yavin Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

C Empire's Station II (Station)

Coordinates (X, Y, Z): -6798, 4998, 4760

The Imperial forces present in Yavin Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

D Empire's Station III (Station)

Coordinates (X, Y, Z): 85, -342, -57

The Imperial forces present in Yavin Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

E Smuggler's Run (Hyperspace)

Coordinates (X, Y, Z): -962, 4480, 6923

When the Death Star was finally destroyed, news of its defeat spread like wildfire. It brought many visitors, including the Ni'lyahin Smugglers, hoping to scrounge together pieces from the explosion and sell it on the black market. Today, they prosper, fighting their own war against the Empire and their oppression.

Inhabitants: Ni'lyahin Smugglers

Danger Level: Medium

F Ferrous Aurora (Hyperspace)

Coordinates (X, Y, Z): 4988, -5979, -6482

Lending the quadrant its name, the Ferrous Aurora nebula extends its welcome in an array of radiant, incandescent colors. It is wise not to be fooled by its beauty as the Ni'lyahin Smugglers have claim it as their own.

Inhabitants: Unknown

Danger Level: Low



G Crimson Flare (Hyperspace)

Coordinates (X, Y, Z): -962, -2499, -6143

Unfortunately, not much is known about the Crimson Flare quadrant.

Traveling through here should be fairly safe, but use caution.

Inhabitants: Unknown

Danger Level: Low

H Ferrous Aurora (Nebula)

Coordinates (X, Y, Z): 4712, 644, 44

The Ferrous Aurora Nebula, named by the Ni'lyahin Smugglers, is home to the hostile band of thieves and assassins. Apart from the dazzling colors, the areas surrounding the nebula prove to be dangerous as a war brews just beyond its brink. The nebula's inhabitants originate from Yavin4, having gained space travel later than most and only by stealing technology. Currently, they own half of Yavin4's space quadrants, successfully destroying large parts of the Empire's defenses and holding fast with their own brutal forces.

I Shadow of the Alliance (Nebula)

Coordinates (X, Y, Z): -3868, -746, 669

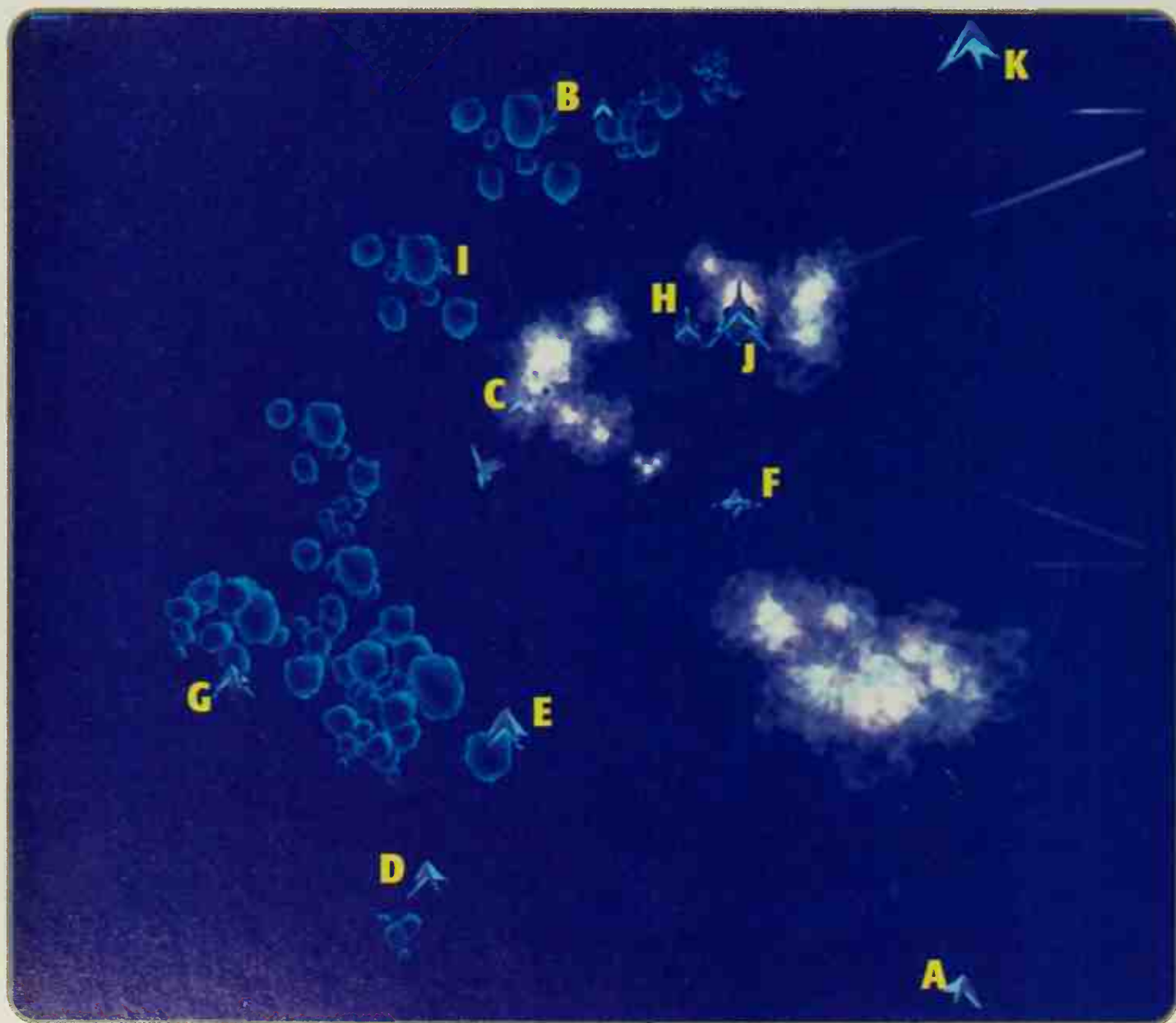
The Shadow of the Alliance provides the Resistance with a cloak of tumultuous energy. Struggling to survive, the Rebels hide in the Shadow of the Alliance nebula in hopes of dodging the attacks launched by the Empire. Thankfully, all of the Empire's efforts seem to be focused on the Ni'lyahin Smugglers. It seems as if the Emperor and his fleets are too distracted to deal with the nuisance of the Alliance... for now.



ENDOR SYSTEM

Located in the Outer Rim territories, Endor is one of nine moons orbiting a silvery gas giant in the Moddell sector. The largest of these nine moons, Endor is known as the "forest moon." It is a lush planet with varied terrain, rivers, and ancient forests, and it is inhabited by the diminutive ewoks and many other creatures. The Endor system is fairly difficult to reach due to the gas giant's massive gravitational shadow.

Because of its seclusion, the Endor system was the perfect location for top-secret Imperial projects. Made famous in the classic trilogy, Endor was the location of the construction of the second Death Star. In the *Star Wars Galaxies* time frame, Endor is still remote and unsettled, but it is beginning to garner attention from the Empire as a possible site for further activity.



A Empire's Station I (Station)

Coordinates (X, Y, Z): 5773, -6359, 6976

The Imperial forces present in Endor Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

B Empire's Station II (Station)

Coordinates (X, Y, Z): -5716, 7198, 2009

The Imperial forces present in Endor Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

C Linear Miasma (POI)

Coordinates (X, Y, Z): -479, 956, 600

Frequented by the Linear Miasma Scientists, the nebula provides a wealth of information and research for the lone band, belonging to the Endorian Researchers Guild. The scientists prove to be a friendly bunch time and time again despite the presence of the Spice Pirates, the Zynt'aia Spice Guardians, of whom reside nearby.

D Declorian Territory (POI)

Coordinates (X, Y, Z): 4091, -5830, -458

Zynt'aia Spice Guardians terrorize the Declorian Territory with a fierce fist. Often times, unless business is mentioned, the Spice Guardians are not open to having visitors.

E Onyx Beacon (POI)

Coordinates (X, Y, Z): 6447, -2491, 1042

Home to the Blacklight Pirates, the Onyx Beacon serves as an origin for ""seedy"" business. Little else is known about the Onyx Beacon as it is jealously guarded by its inhabitants.

F Endor Space Station (Station)

Coordinates (X, Y, Z): -5268, -1500, 5209

Serving the Imperial Research Station on Endor, this space station can provide emergency repairs or clear you for landing on the planet.

G Red Sin Chimaera (Hyperspace)

Coordinates (X, Y, Z): 639, -3949, -4638

Lurking inside the cover of the Red Sin Chimaera Nebula, the Death Watch wait silently, striking at the last moment in hopes of a successful kill. Most think of them as animals, feasting upon the helpless to survive. Although a fair distance away, the Red Sin Chimaera quadrant entry point can give a traveller a run for his money.

Inhabitants: Death Watch

Danger Level: HIGH

H Area D-435 (Hyperspace)

Coordinates (X, Y, Z): -1965, 2326, 3708

Little to nothing is known about the quadrant. It is uncharacteristic and safe for travel. It would be best, however, to keep navigation computers alert for unexpected enemies in the area.

Inhabitants: Unknown

Danger Level: Low

I Empire's Justice (Hyperspace)

Coordinates (X, Y, Z): -6929, 3926, -1973

To those not belonging to the Empire's ranks, the Empire's Justice quadrant could be viewed as highly dangerous. Travel here is not recommended unless the traveller is on the best of terms with the Empire.

Inhabitants: The Empire

Danger Level: HIGH

J Durillium Sea (Hyperspace)

Coordinates (X, Y, Z): 5737, 2276, 3735

The Durillium Sea is a vast expanse of virtual nothingness. The quadrant is relatively safe for passing travellers and welcomes expansion. Will the Empire seek to claim it?

Inhabitants: Unknown

Danger Level: Low

K Imperial Claw Station (Deep Space)

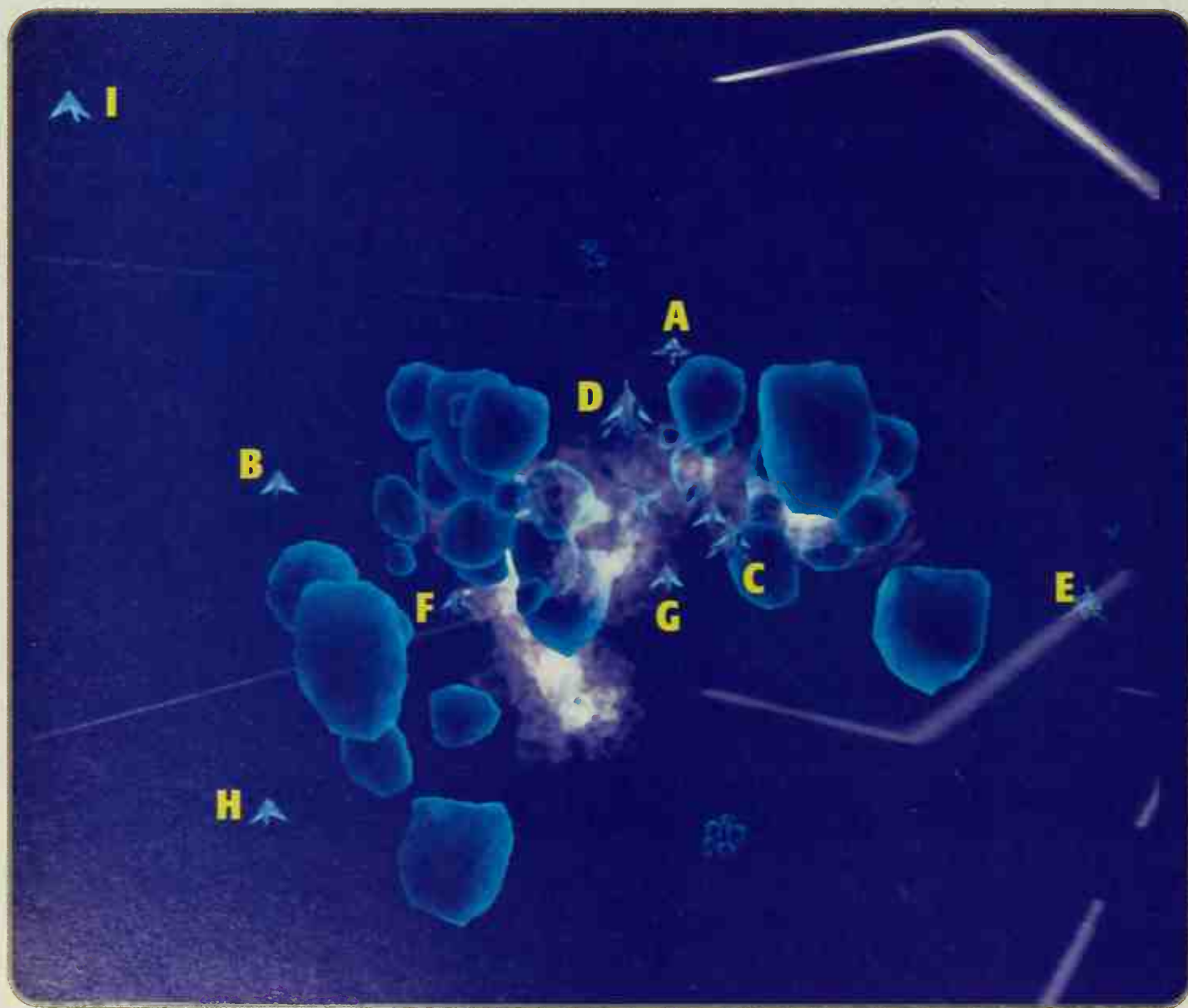
Coordinates (X, Y, Z): 6200, 5000, 6000

This Imperial Station can grant access to a hyperspace route to deep space. The route is highly classified, however, and the Empire will allow only the most advanced, prestigious pilots to enter Deep Space.



DATHOMIR SYSTEM

One of the more dangerous systems in the galaxy, the Dathomir system is infamous for its namesake planet, which was once the site of a wretched Imperial prison. Located in the Quelii sector of space, the system is currently under Imperial blockade to prevent the dangerous Force-sensitive Witches of Dathomir from escaping their treacherous homeworld. Despite the Imperial blockade, Dathomir attracts a great deal of attention and the system is often the site of major battles between Alliance and Imperial forces. The system's greatest threat, however, is the notorious Witchblood Clan, a group of mercenaries who prowl the region around Dathomir and attack both Rebels and Imperials indiscriminately.



A Dathomir Space Station (Station)

Coordinates (X, Y, Z): -6880, 2742, -3956

The Station at Dathomir will require Imperial authorization codes before providing emergency repairs or clearing you for landing at any of Dathomir's outposts, but the station is so remote their codes are rarely updated.

B Last Nav (Deep Space Station)

Coordinates (X, Y, Z): 4000, 200, -4700

The old Pilot's Guild was once the authority in all matters of space travel, but since it has been disbanded by order of the Emperor, the only space station maintained by former Pilot's guild members is this lone station on the edge of space.

C Dark Force (Hyperspace)

Coordinates (X, Y, Z): 869, -374, 2392

Immediate Notice: All access to this Quadrant is prohibited by law of the Empire. Any vessels found in this sector will be destroyed on sight! Repeat: Cease all unauthorized travel to this sector immediately. You will be destroyed on sight!

Inhabitants: Empire

Danger Level: HIGH

D Empire Blockade (Hyperspace)

Coordinates (X, Y, Z): 3825, 1658, 2612

The second quadrant of Dathomir's system is a considerably dangerous one for those not belonging to the Emperor's ranks. Particularly of note, is the Empire's Blockade that makes its way through the area, crushing all those who stand to oppose it.

Inhabitants: The Empire

Danger Level: HIGH

E Emperor's Hand (Hyperspace)

Coordinates (X, Y, Z): -6728, -2281, 5916

Named after the Emperor's unavoidable influence, the Emperor's Hand proves to be dangerous to those unwilling to succumb to the Empire's whims. The fourth quadrant stretches far as do the Emperor's tumultuous desires and would be best avoided when making travel plans.

Inhabitants: Unknown

Danger Level: Medium

F Dathomir's Vitality (Hyperspace)

Coordinates (X, Y, Z): -1256, -2985, -5971

Fortunately, not many venture close to the Heart of Dathomir and its clerical inhabitants, the Dark Veil Order. Serving their Queen with passionate ferocity, the Dark Veil Order encircle the Heart of Dathomir, hoping to "sacrifice" victims to the nebula's powerful rage. They believe the Heart of Dathomir nebula consumes the essence of these victims, fueling life into the palpitating mass and protecting the Dark Veil Order from infidels. It is wise not to Dathomir's third quadrant under any circumstances.

Inhabitants: Dark Veil Order

Danger Level: HIGH

G Witch Blood Territory (POI)

Coordinates (X, Y, Z): -470, -1501, 308

In the heart of the Witch Blood Territory festers a group of skilled assassins and thugs. The Witch Blood Clan chooses their victims carefully and it seems that no one is safe from their well-equipped starships and superior maneuvering skills. Travellers would do well in keeping all computer systems alert when traveling through this territory.

H Empire's Station II (Station)

Coordinates (X, Y, Z): 4842, -5316, -4222

The Imperial forces present in Dathomir Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

I Empire's Station I (Station)

Coordinates (X, Y, Z): 6092, 6223, -6731

The Imperial forces present in Dathomir Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

J Heart of Dathomir (Nebula)

Coordinates (X, Y, Z): -7552, -7424, -7568

The locals call it the "Heart of Dathomir". Even from a distance, the palpitating gasses of the nebula itself seem to have a mind of its own. No one ventures near this infamous, dark cloud. Too many have tried and have never returned. It is rumored that quick-killing assassins swarm within this bloody miasma, waiting for their next victim. Molten rocks, infused with the rage of many lost souls, and red energy spill from the nebula, warning all to steer clear.

K Dark Force (Nebula)

Coordinates (X, Y, Z): 401, -154, 1759

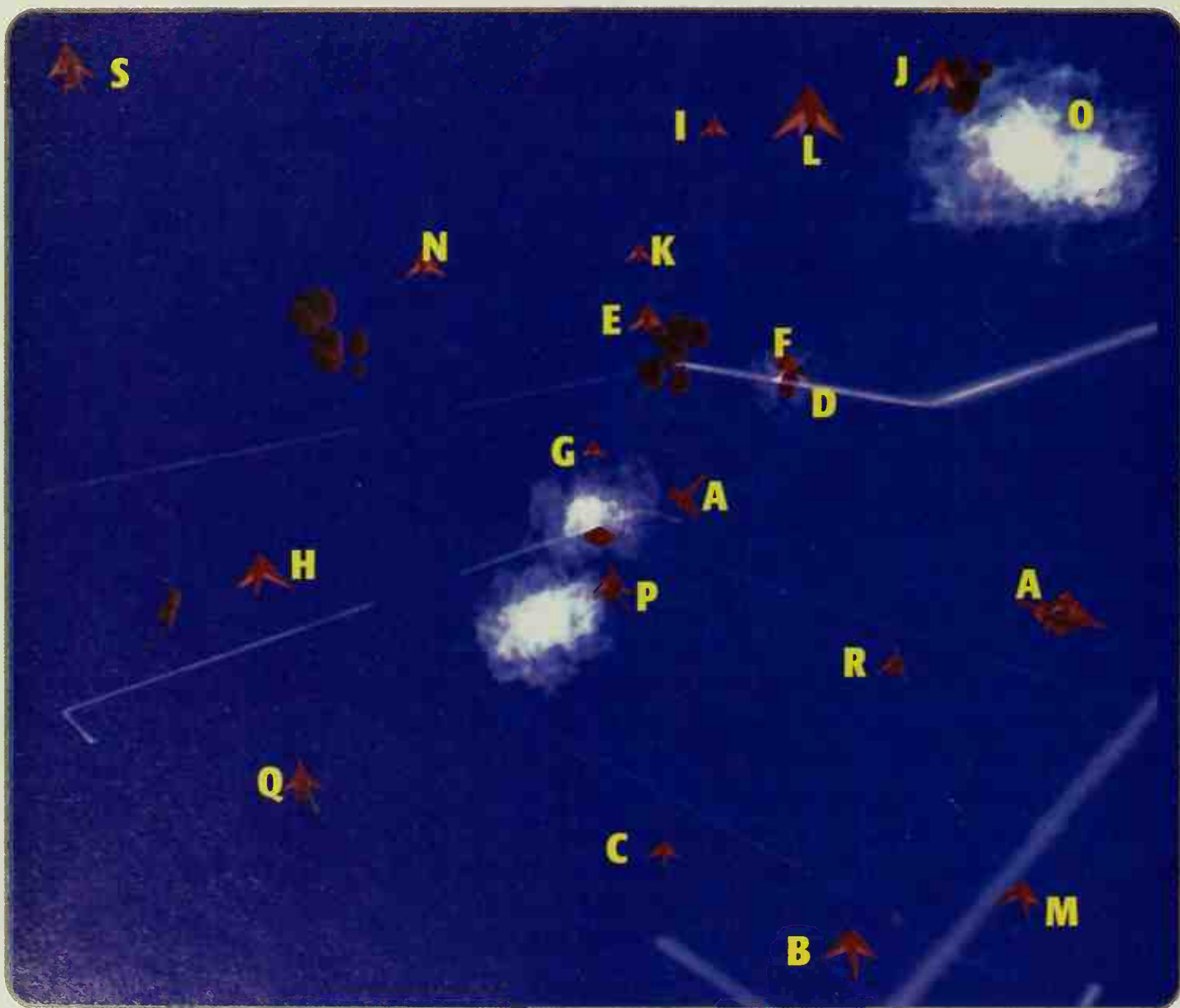
Base of its operations, the Empire chose the Dark Force nebula for its sense of concealment, protected by mighty fields of asteroids. Individuals seeking aide of the Empire are welcome here. For those who are considered enemies of the Emperor and his ideals, it would be wise to stay far away.



DANTOOINE SYSTEM

For centuries this tranquil system has been far removed from the fever pitch of modern galactic life. But now the war has come, and everything has changed. On the surface, tucked between burned blba trees lies the empty shell of a Rebel base, abandoned in desperation. High above the planet drifts the horrid destruction of an Alliance space outpost, ringed with debris, telling the dreadful tale of fallen starfighter pilots.

With a simple agreement with the Galactic Empire (and the modicum of protection that it provides), a group of Aii'tkian Anthropologists study 'Area D-502' to collect rare starship equipment that hints of an ancient, space-faring species. These anthropologists have allied with merchants and junk dealers to protect themselves against the evil Zel'iphan Slave Traders – who 'trade' their hapless victims to remote mining operations and vicious criminal warlords.



A Dantooine Space Station (Station)

Coordinates (X, Y, Z): 1359, -742, -5902

Dantooine is a remote planet with a small primitive native population. This space station can provide emergency repairs for a service, or clear you for landing at any of Dantooine's outposts.

B Deep Space (Station)

Coordinates (X, Y, Z): -4200, -3000, -6000

The Rebel Alliance has discovered a hyperspace route to an area of Deep Space. Only the most skillful and prestigious pilots can be trusted with the knowledge that the Rebel Alliance has constructed a base in Deep Space.

C Blacklight Territory (POI)

Coordinates (X, Y, Z): -146, -7364, 35

This is as dangerous a region of space as any, with the asteroids providing cover for the pirates and criminals seeking to escape Imperial Justice.

D Area D-7s1 (POI)

Coordinates (X, Y, Z): 1794, 1848, -832

Native to Area D-7s1 are droid scavengers, the Detritus Satellites. For the most part, the Detritus Satellites keep to themselves, building their makeshift outpost with old scraps collected from the nearby junk field. Electrical currents power the outpost and provide fellow droids with repairs and shelter.

E Wall of Dantooine (POI)

Coordinates (X, Y, Z): -810, 2848, 125

Stretching as far as the eye can see, the Wall of Dantooine is a necessary landmark to any roving traveller. Local miners speculate the obsidian asteroids may be worth a pretty credit or two.

F Legacy YT Indigo Blue (POI)

Coordinates (X, Y, Z): 1794, 1848, -832

The Rebel Alliance invested their pride into their oldest surviving space station, the Legacy YT Indigo Blue. However, the pride soon turned into horror as the Empire dared to move into Dantooine's native space and "remove" all who opposed them. Their first target: the Legacy YT Indigo Blue. Crushing the Rebellion's origin in Dantooine space, they soon turned to other targets, breaking and converting them or outright eliminating the "rebel sympathizers". All that is left are the remnants of the Legacy YT Indigo Blue, a spot which has become the center-point of Dantooine's traffic.

G Ith'ril Eventide (POI)

Coordinates (X, Y, Z): 4446, -1463, 6485

Area D-504 was immediately changed to "Ith'ril Eventide" when he himself, Ith'ril Eventide, leader of the Zel'iphian Slave Traders, came into power. It is wise not to travel to Area D-504 unless under dire circumstances... or business. It has been made apparent that the Zel'iphian Slave Traders do not appreciate visitors.

H Area D-502 (POI)

Coordinates (X, Y, Z): -7483, 637, 92

Area D-502 serves as Dantooine's "safest" territories. Home to the D-502 Ait'kian Anthropologists and the O.S.S. D-502 Junk Guild, one can travel here and expect to be left alone. Both the Junk Dealers and the Anthropologists are friendly and never hesitate to lend a helpful hand.

I Sserician Eclipse (POI)

Coordinates (X, Y, Z): 6468, 5916, 4652

Valarian thugs plague the Sserician Eclipse with undaunted ferocity, daring even the Empire to react. It is common to see dogfights brewing among the Empire and Valarians with the remnants of a Rebel Station in the midst. As Dantooine's more dangerous territories, the Sserician Eclipse is an area to be feared and avoided.

J Ebon Essentia (POI)

Coordinates (X, Y, Z): 1089, 6132, -3260

Ebon Essentia, also known as Area E-2, is consumed in a war between the Force Assassins and the Warrens Assault Squad. It is unknown why the two factions continue to war against each other or why it all started. Unless heavily-armed, it is imperative that travellers avoid Area E-2 as decreed by Imperial Law. The Empire chooses to look the other way, it seems, and locals are beginning to wonder why.

K Alliance Station I (Station)

Coordinates (X, Y, Z): 5522, 3202, 5997

The Rebel forces present in Dantooine Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

L Alliance Station II (Station)

Coordinates (X, Y, Z): -3979, 5432, -4565

The Rebel forces present in Dantooine Space have opened its station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

M Empire's Station I (Station)

Coordinates (X, Y, Z): 178, -4785, -6402

The Imperial forces present in Dantooine Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

N Empire's Station II (Station)

Coordinates (X, Y, Z): -2629, 3585, 3269

The Imperial forces present in Dantooine Space have opened its station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

DANTOOINE (cont.)**O Dantooine's Second Star (POI)**

Coordinates (X, Y, Z): 6707, 5439, -2720

Nestled in the Ferionic Nebula, the iron planetoid, nicknamed "Dantooine's Second Star", is home to the Velocity Mercenaries. Little is known about this small band of thugs. Mostly, they kept to themselves.. until the Empire moved into the area. Now, the Velocity Mercenaries launch continuous attacks against the Empire, hoping to drive them out of Area Ferionic 7-IK."

P Dantoone's Wrath (Hyperspace)

Coordinates (X, Y, Z): -1454, -1390, 246

The first quadrant of Dantooine, fondly nicknamed "Dantoone's Wrath," is a pit-stop between a sarlacc pit and being trampled on by a Gorax. It is highly recommended that one stay away from the first quadrant unless absolutely necessary. Dantoone's Wrath is laden with fierce Hutt gunships and merciless Valarian thugs.

Inhabitants: Hutts, Valarians, the Empire

Danger Level: HIGH

Q Asair's Ribbon (Hyperspace)

Coordinates (X, Y, Z): -6334, -3736, 2155

An uncharted territory in Dantooine's System. The Empire hopes to secure this quadrant within the year's end.

Inhabitants: Unknown

Danger Level: Low

R Isryn's Veil (Hyperspace)

Coordinates (X, Y, Z): 6633, -5456, -1009

Mystery shrouds the third quadrant of Dantooine's System and provides history enthusiasts with little information of the founders of Isryn's Veil. For now, it is safe to travel here. Incidentally, the Empire's eyes may have turned to the Veil as a target of expansion efforts.. Will they succeed?

Inhabitants: Unknown

Danger Level: Low

S Gorvera Space (Hyperspace)

Coordinates (X, Y, Z): -6411, 6431, 6426

Relatively safe, the Gorvera Space quadrant welcomes travellers, providing a scenic view of Dantooine's System. Little else is known about Dantooine's fourth quadrant.

Inhabitants: Unknown

Danger Level: Low

SPACE FACTIONS**PvE**

AI-controlled starships do not pay attention to your ground-game faction status (whether overt or covert). Instead:

Imperial Pilots are considered to be Imperials.

Rebel Pilots are considered to be Rebels.

Privateer Pilots are one of the following:

Hutt, if working on Tiers 1, 3 or 4 of the Tatooine (Smuggler's Alliance) Privateer track

Valarian, if working on Tier 2 of the Tatooine track

CorSec if working on the Corellia Privateer track

RSF if working on the Naboo Privateer track

Different ships in **JtL** react to these different factions in different ways. For example, an NPC TIE-Fighter will attack a Rebel player on sight. It will defend Imperial players that it sees attacked, and it will ignore the other "space factions" (unless they shoot at it, in which case it will defend itself). On the other hand, an aggressive NPC Hutt Pirate might attack any player that it sees except for players it considers to be "Hutt."

PvP

PvP in space only covers actual player-versus-player combat (as opposed to the ground game, where NPCs follow the PvP rules, too).

NORMAL SPACE ZONES

All zones except Kessel and Deep Space are "normal space zones."

Only overt players may attack other, enemy overt players.

If you are not overt, then you cannot attack nor can you be attacked by other players.

If you are an Overt Rebel, then you may attack and be attacked by Overt Imperials.

If you are an Overt Imperial, then you may attack

and be attacked by Overt Rebels.

SPECIAL PVP ZONES

Both PvP zones allow for player-versus-player combat. Deep Space and Kessel are high-end PvP zones with the largest, deadliest starships and space stations to be found.

KESSEL

Kessel does not use the ground game PvP faction declarations: It uses the PvE rules (above) to determine which "space faction" you belong to.

Kessel is an "open PvP" zone. Any player may go there, and may attack players that are not the same PvE "space faction" as themselves.

Therefore the "teams" in this zone are:

Imperials. All of the Imperial Pilots, one of the two primary teams.

Rebels. All of the Rebel Alliance Pilots, the other primary team.

Valarian. A very small team of Privateer pilots currently working through the Tier-2 Tatooine track.

Hutt. The Privateer pilots working through any other tier of the Tatooine track.

CorSec. Privateer pilots working through the Corellia track.

RSF. Privateer pilots working through the Naboo track.

A number of NPC ships in the Kessel zone are either loot-heavy Rebel ships or loot-heavy Imperial ships. Imperial Pilot players may attack the Rebel ships, and Rebel Pilot players may attack the Imperial ships. Which types of loot-heavy ships appear is determined by current status of the Deep Space zone.

Players of other factions (Hutt, Valarian, CorSec or RSF) may attack either of these special loot-heavy ships. Master Privateer pilots will have consistent, unfettered access to Kessel and the dangers it has to offer. For all participants, it is a full-on PvP zone. The rewards are definitely worth it, though. Regardless of the outcome in Deep Space, there are

plenty of exclusive high-end loot drops spawned for Privateer pilots in Kessel.

DEEP SPACE / UNKNOWN REGIONS

The Deep Space Zone is a Rebel versus Imperial "battlefield" zone. Privateer Pilots entering the system must choose a side before entering.

Rebel and Imperial prestige points are required for Rebel and Imperial players to jump into the Deep Space zone. These Prestige points are traded at NPC Space Stations for temporary access to hyperspace points within the restricted Deep Space zone.

To access Deep Space, there are three space stations: one Rebel, one Privateer and one Imperial station. The stations verify your experience points, assign you to a 'side' of the battle, and automatically transport you to the space zone when you are ready to fight. Privateer pilots can enter Deep Space in exchange for Privateer Prestige points. Plus, Privateers can be assigned to either Rebel or Imperial 'sides.' Rebel and Imperial pilots are automatically assigned to their proper factional side. This means that if you are an Imperial pilot, you will always be assigned to help the Imperial side in Deep Space. Each active side has their own entry point in the zone. Privateers will enter at the side they choose.

Players fighting for the Imperial side may attack players fighting for the Rebel side, and vice versa.

The outcome of the battle in this zone will "push the losers" into the Kessel zone. Which is to say, if the Rebels win here, then loot-heavy Imperial ships will appear in Kessel. If the Imperials win here, then loot-heavy Rebel ships will appear in Kessel.

Deep Space is a "closed PvP" zone. Only Master Pilots are allowed to enter. No is allowed to enter as a neutral (Privateers will either be fighting for the Empire or fighting for the Rebel Alliance here).

GETTING AROUND IN SPACE

The travel system in **Jump to Lightspeed** has three components: the hyperspace map, launch terminals and utility space stations. Each of these components offers a different set of available travel options.

HYPERSPACE MAP

Your hyperspace map can be used when piloting a starship. It shows a list of potential hyperspace points. Selecting one of these points will start the hyperspace sequence and will teleport your ship to that location.

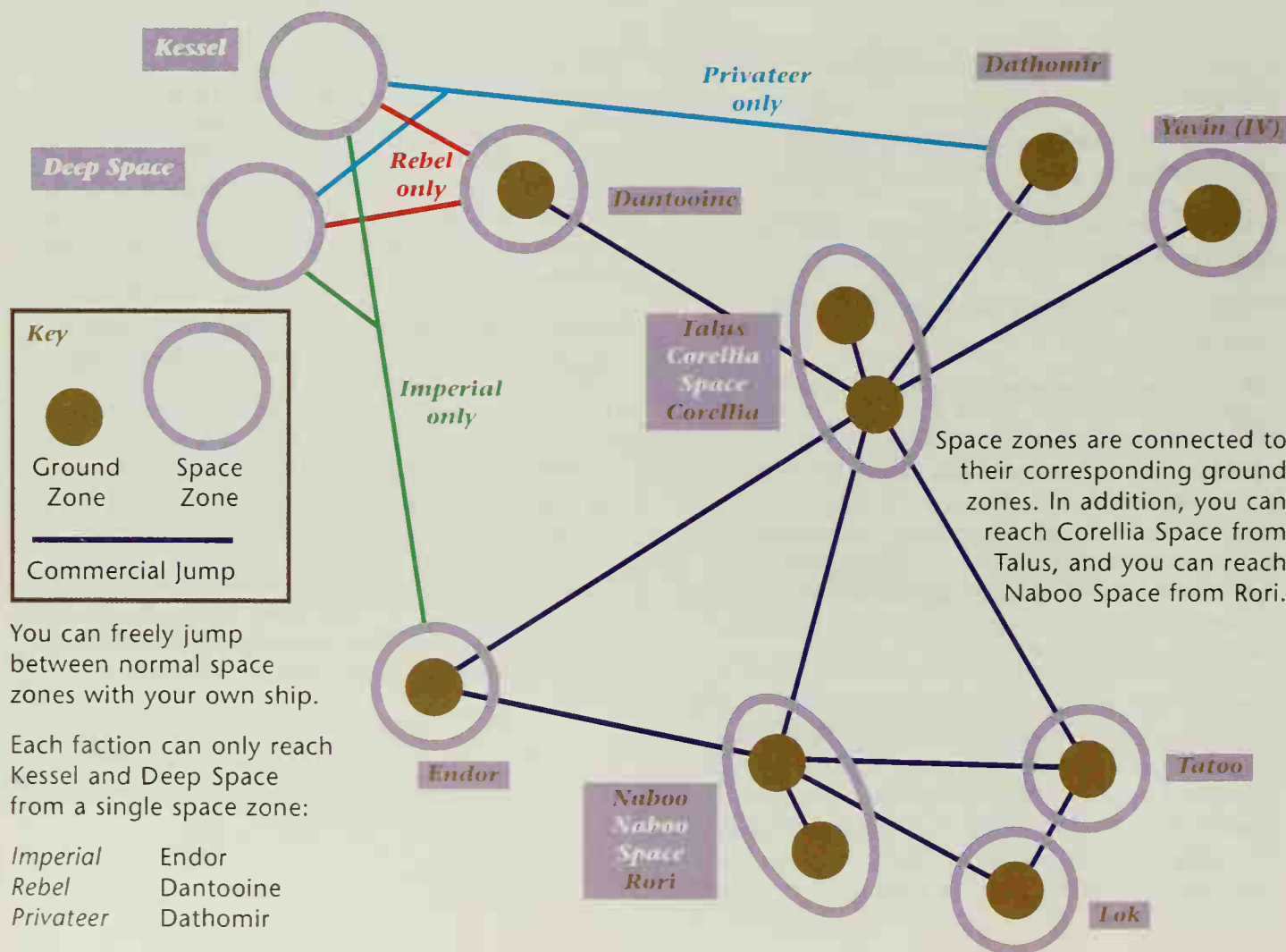
Not all hyperspace points will be available when the player begins playing. Some can be granted by content or additional mechanisms. After hyperspacing a ship's engines must recharge before another jump can take place.

LAUNCH TERMINALS

Launch terminals allow you to manage components, select active starships, and launch into space. All terminals within a city region will launch to the same launch point. Launch points are typically located near existing space stations and hyperspace points.

UTILITY SPACE STATIONS

These stations are used as repair depots, respawn locations, and landing access points. Target the station and open a comm channel by using the /comm. command or a button on the UI. From here you can select a set of landing locations associated with this station, or repair your ship.



PLANETS

THE KNOWN GALAXY

Star Wars Galaxies has 10 planets that you can visit—provided that you can build up the credits necessary for such a grand tour. Some are large, bustling balls of rock and dirt filled with cities and people. Others are desolate and barren moons with only raw materials and an outpost or two to attract the tourists.

TIP

Yavin 4, Lok, Endor, Dathomir, and Dantooine are all rough areas. The creatures are more deadly and the outposts are hardly bigger than a large camp. However, there are a lot of resources on these raw planets. Tough creatures and lots of resources make them adventurous places to be.

When you first create a character you choose from only five planets: Tatooine, Naboo, Corellia, Rori, and Talus. Later, as you build up skills and money, you can visit Yavin 4, Lok, Endor, Dathomir, and Dantooine.

While levels of sophistication on each of the 10 planets are different, there are always a few amenities and some useful NPCs. These chapters give you the basic information you need to navigate around the available planets.

TRAVEL

An earlier chapter covered the details of travel. However, you may have to make two or more trips to reach your final destination. For instance, you can't travel directly from Rori to Lok.



STARPORT SPACE ROUTES

DEPARTING FROM	POSSIBLE DESTINATIONS
Corellia	Talus, Dantooine, Dathomir, Endor, Naboo, Tatooine, Yavin 4
Dantooine	Corellia
Dathomir	Corellia
Endor	Corellia, Naboo
Lok	Naboo, Tatooine
Naboo	Rori, Endor, Lok, Corellia, Tatooine
Rori	Naboo
Talus	Corellia
Tatooine	Corellia, Naboo, Lok
Yavin 4	Corellia

CITY MAPS

This chapter has maps for certain cities on the various planets. Marked on those maps are the locations of the trainers and important buildings.

Many of the planets also have smaller townships and villages. Imperial bases, forts, and small clusters of buildings are ranged about the wilderness, waiting for you to find them.

Each map in this guide has letters denoting the position of the important buildings and numbers denoting the trainers. Match those to the tables under each map to find out what trainer or building is marked.

All space trainers are marked in yellow.

NOTE

Some trainers are inside buildings. If you're looking for a set of coordinates and can't seem to get close enough, duck into the nearest structure and check inside.

For those towns for which we don't have maps, we've listed coordinates for the available trainers and major buildings. You can also access your in-game city map with **[Ctrl]+[M]**.

PLAYER CITIES

With the addition of the Politician career path, players are now able to set up their own militia and place structures in cities. To become a Politician, all you need to do is find the capitol building on your planet with 500 hard-earned apprentice experience points. Once you set up a City Hall and find ten people to become citizens, you can register on the planetary map and be well on your way to becoming a new presence on the planet. To become a citizen, a player must own a house that falls within the city limits.

The advantages of player cities are numerous, but probably the biggest advantage is the ability to implement city specializations. The skills along the Politician track provide a number of boosts for city life, including percent bonus boosts on various activities, the ability to levy taxes, and the right to set up an armed force and allow or deny access to specific players.

For a complete list of current player cities, see:

<http://www.swgcenter.com/info/playercities.asp>

STRUCTURES

Architects can construct certain types of city buildings, including cantinas, banks, gardens, hospitals and theaters.

Other types of structures in player cities can only be placed by the mayor of the city (put in place via general election). These include banks, cloning facilities, shuttleports, city garages, and gardens of all types. When mission terminals can be placed (*Civic Policy I*), skill trainers soon follow (*Civic Policy II*)—making player cities viable spots for skill training.

What structures can be placed depend on the city's rank, which is in turn determined by the city's player population (the number of players who declare it their residence). The larger the population, the larger the city's "radius." As long as the building falls inside the city limits (radius), it can be placed. As a city's population and ranking increase, the city's radius grows larger.

CITY RANKS FOR STRUCTURE AVAILABILITY

RANK	RADIUS	POPULATION	NAME
1	150m	10	Outpost
2	200m	20	Village
3	300m	35	Township
4	400m	55	City
5	450m	85	Metropolis

Finally, certain professions have the ability to place their own structures:

Cantina	Master Chef Master Musician Master Dancer
Theater	Master Dancer Master Musician
Hospital	Master Doctor Master Combat Medic
Merchant Tent	Entrepreneur Merchant

Most of the civic structures are dependent on the city's condition and can only exist as long as they reside in the city limits. If the population later shrinks, the city's radius becomes smaller, and what was once a shiny new building placed in town becomes a pile of rubble on the outskirts of the city.

Finally, a building's owner can set permissions for the building and allow (or disallow) only certain individuals.

GOVERNMENT

A player city gets initiated when a Politician buys a charter and places the Town Hall. When the Politician places the City Hall, it can be placed on Tatooine, Naboo, Corellia, Talus, Rori, Dantooine or Lok (determined by the deed type). At that point, the player becomes the mayor, and other players can place houses and businesses within city limits. The mayor can also put down parks, gardens, fountains and other structures. This building spree is funded by the Treasury, which in turn benefits from property taxes, shuttleport fees, and money from players. Once a city is crafted, Architects can build buildings, which in turn can be placed by Politicians.

The initial mayor does not remain in power, however, any Politician (Novice or higher) can run for office on any given week. Every week, all citizens can visit the city voting terminal in the City Hall and cast a ballot for a new mayor. It's pretty simple – whoever has the

most votes wins! Any citizen who does not vote ends up casting a vote for the incumbent mayor. The winning Politician assumes all mayoral responsibilities during his or her term, and both the old and new mayors are notified of the election results.

The mayor runs the city through the City Management Terminal, accessible from within the City Hall:

<i>Change City Name</i>	Lets the mayor alter the name
<i>Citizen Report</i>	Displays a report on the citizens
<i>City Specialization</i>	Allows the mayor to choose a specialization for the city (for a specific cost).
<i>City Status</i>	Shows current ranking / status
<i>Manage Militia</i>	Allows a mayor with the proper skill to populate a militia (army).
<i>Manage Taxes</i>	Allows a mayor to control the city's tax rates.
<i>Register / Unregister</i>	Allows a mayor with the proper skill level to register the city and its structures on the planetary map.
<i>Structure Report</i>	Lists all structures that have been built in the city
<i>Treasury Report</i>	Shows the contents of the Treasury

HOUSES

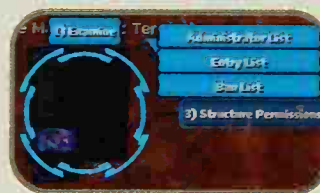
When a player decides to settle in a city, he or she can use their house deed to get a house anywhere. Then, the player must get the deed approved by the current mayor, although certain members of the militia can take on those duties. Finally, the house must be placed on the required number of lots, away from trees and other buildings.

As a player, you can place your house within a city's limits, as long as you have been granted zoning rights. Otherwise, you'll be forced to venture out several hundred meters and build your residence. Even a Novice Politician can grant you the right to place a structure, although you must do so within 24 hours of getting that right.

Houses are relatively easy to manage — you pay a maintenance fee (a daily rate), you can make it public or private, and for private houses, you can set up entry lists for other players. If you need help



Structure Management



Structure Permissions

managing your mansion, you can even set up other administrative-level players who can perform these duties in your absence.

You manage your house using a terminal, placed somewhere just inside the residence. There, you can name your house, prepay the maintenance fees, and control privileges for other users. You can simply grant people entry access, or you can also make them administrators. *NOTE: Players don't have to be online for you to add them to the list of people with "keys."*

Another nice bonus to being in a house is the ability to talk freely without being overheard (and having a place to drop your stuff in between your dangerous and lucrative journeys). Architects can also craft a number of items to make your house feel more like a comfortable home.

Finally, Novice Merchants can use the house management terminal to create vendors and then open the house to the public to create a store. (But, don't forget to pay maintenance on the vendor so you can start earning Merchant experience.)

MILITARY

Martial Policy I: Militia gives the Politician the right to form a militia by using the City Management Terminal. Players who join the militia are then extended the right to use **/cityban**, **/citypardon** and **/grantzoningrights** commands.

When a Politician attains *Martial Policy III: Stronghold*, and the city is specialized as a stronghold, members of his or her militia gain a 50-point bonus for each defensive roll. *Martial Policy IV:* provides the ability to place faction-specific mission terminals. Eager players often step forward to join the policing ranks in order to gain these rights and abilities.

TAXES

Like most cities, player-run cities have taxes that go toward paying city maintenance fees. They are collected weekly in various forms.

- Property taxes (for people who own structures)
- Citizen taxes (e-payments from bank accounts for all citizens)
- Travel taxes (for shuttleport users)
- Sales taxes (for merchant-sold goods)

If a city goes broke, buildings start decaying. If tax money is short, structures will slowly disintegrate one by one, until the last one (always City Hall, since its taxes are paid first) falls.

CITY SPECIALIZATIONS

Any mayor who administers a city can unlock additional abilities for a city as the mayor increases his or her Politician skills. A "specialization" is a particular modifier that affects certain activities within the city — but like anything else, the skills come at a price. The benefit to this is that players can gain additional boosts (which encourages population growth). A drawback is that the specialization increases the weekly maintenance cost for the entire city. But then again, since players benefit from it, the long-term benefits can outweigh the costs.

The following city specializations can help attract players of a specific type. A city can only specialize in one thing at a time, but can change the specialization as long as a week has passed. Specialization types range from medical/entertainment healing centers to industrial societies, strongholds, cloning centers, manufacturing centers, entertainment districts, and more.

CITY SPECIALIZATIONS

Specialization	Skill	Cost/Week	Benefit
Research Center	Fiscal Policy IV: Research	50,000	15% boost on success chance for experimentation
Sample Rich	Civic Policy IV: Job Policies	70,000	20% size bonus and 10% extraction boost for surveying
Clone Lab	Martial Policy II: Cloning	80,000	20% reduction in cost of cloning insurance
Entertainment District	Civic Policy III: Medical Policies	80,000	10% boost in Medicine Healing or Entertainment Healing
Improved Job Market	Civic Policy IV: Job Policies	80,000	Missions give a 20% increase in rewards
Manufacturing Center	Fiscal Policy III: Industry	100,000	10% boost on success chance for prototype assembly
Stronghold	Martial Policy II: Stronghold	150,000	Militia members receive a 50-point bonus to all defense rolls against players.
Scientific Society	Master Politician	175,000	Grants additional bonuses for a Medical Center and Entertainment District
Industrial Society	Master Politician	200,000	Grants additional bonuses to Manufacturing and Research Centers

HOUSE STORAGE

House Type	# Lots	Max. Storage
Small House	2	150
Medium House	2	150
Large House	6	250
Guild Hall	9	250
Guide Hall, Naboo (Style 1)	1	75
Guild hall, Tatooine	7	150

CIVIC TAX RATE

Civic Building Type	Cost
City Hall	1
Bank	4
Cantina	-
Cloning Facility	3
Hospital	-
Theater	-
Shuttleport	2
Small Garden	5
Medium Garden	3
Large Garden	6
Garage	3

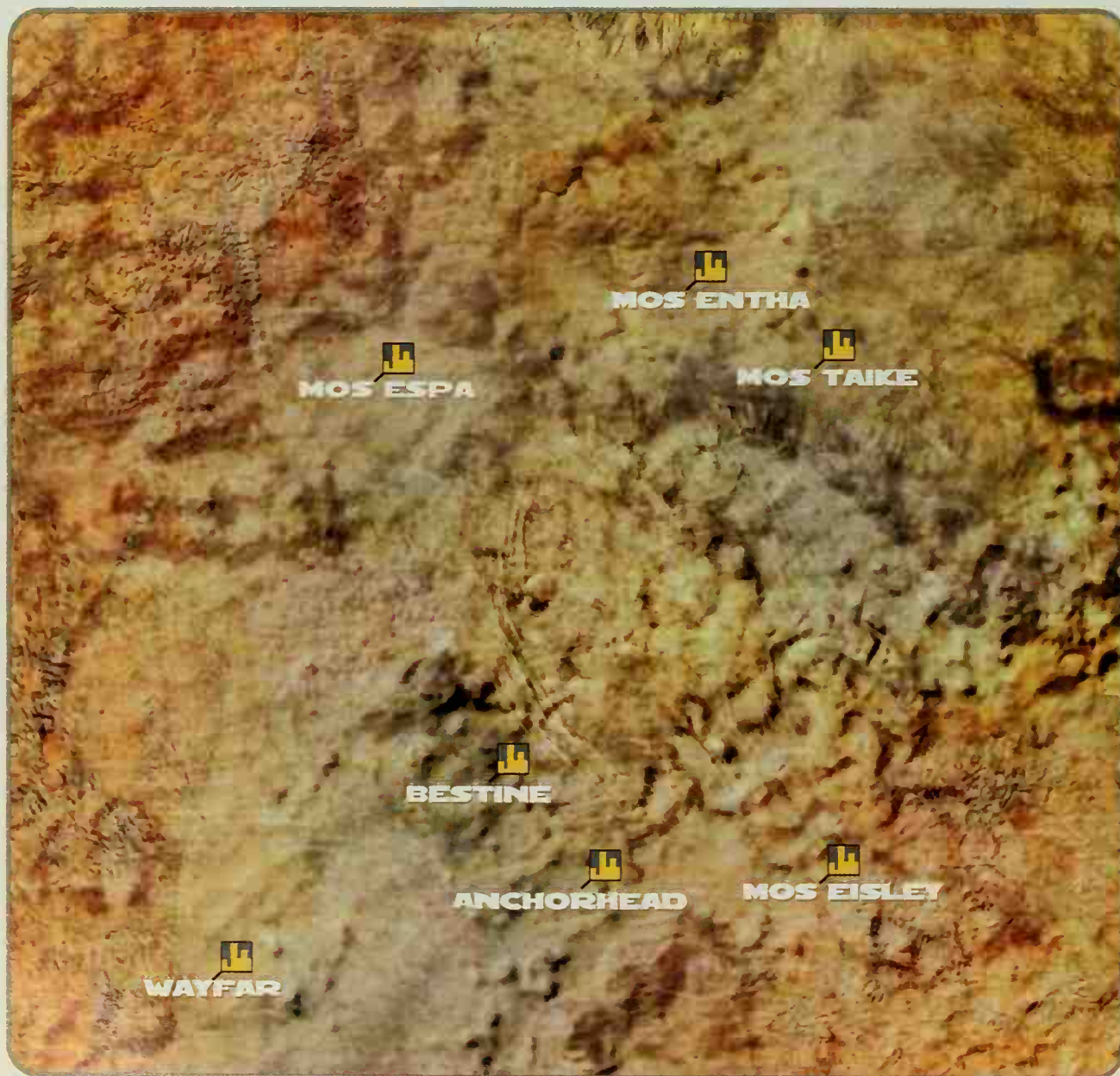
STRUCTURE STATS

Structure	Required City Rank	Redeem Cost	Maint. Cost/Wk	Decay Rate	Condition	Nameable	Power	Skill Mod	Command
Player House, Small	-	800	2,688	3	4320	Yes	-	-	
Player House, Medium	-	1,700	5,712	4	5760	Yes	-	-	
Player House, Large	-	2,500	8,400	5	7200	Yes	-	-	
Factory	-	2,500	8,400	6	1000	-	50	-	
Power Generator	-	3,000	10,080	6	1000	-	-	-	
Mining, Harvester (Style 1)	-	1,500	5,040	6	1000	-	25	-	
Mining, Harvester (Style 2)	-	3,000	10,080	6	1000	-	50	-	
Mining, Harvester (Style 3)	-	4,500	15,120	6	1000	-	75	-	
Mining, Small Ore Harvester	-	1,500	5,040	6	1000	-	25	20	
Mining, Medium Ore Harvester	-	3,000	10,080	6	1000	-	50	-	
Mining, Heavy Ore Harvester	-	4,500	15,120	6	1000	-	75	10	
Farm, Organic Creature	-	2,500	8,400	6	1000	-	50	-	
Farm, Small Organic Flora	-	1,500	5,040	6	1000	-	25	-	
Farm, Medium Organic Flora	-	3,000	10,080	6	1000	-	50	-	
Farm, Large Organic Flora	-	4,500	15,120	6	1000	-	75	-	
Guild Hall, Corellia	-	5,000	16,800	5	1000	Yes	-	-	
Guild Hall, Generic	-	5,000	16,800	5	7200	Yes	-	-	
Guild Hall, Naboo	-	5,000	16,800	5	7200	Yes	-	-	
Guild Hall, Tatooine	-	5,000	16,800	5	7200	Yes	-	-	
Turret Block, Large	-	3,000	10,080	6	-	-	-	-	
Turret Block, Medium	-	2,000	6,720	6	-	-	-	-	
Turret Block, Small	-	1,000	3,360	6	-	-	-	-	
Covert Detector	-	1,500	5,040	6	10000	-	-	-	
Turret Block, Large	-	3,000	10,080	6	300000	-	-	-	
Turret Block, Medium	-	2,000	6,720	6	200000	-	-	-	
Turret Block, Small	-	1,000	3,360	6	75000	-	-	-	
Turret Dish, Small	-	1,000	3,360	6	75000	-	-	-	
Turret Dish, Large	-	3,000	10,080	6	300000	-	-	-	
Turret Tower, Large	-	3,000	10,080	6	300000	-	-	-	
Turret Tower, Medium	-	2,000	6,720	6	200000	-	-	-	
Turret Tower, Small	-	1,000	3,360	6	75000	-	-	-	
Rebel/Imperial HQ Turret, Style 1	-	5,000	16,800	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 2	-	10,000	33,600	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 3	-	15,000	50,400	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 4	-	20,000	67,200	200	100000	Yes	-	-	
Rebel/Imperial HQ Turret, Style 5	-	25,000	84,000	200	100000	Yes	-	-	
Player Merchant Tent	-	600	2,016	3	4320	Yes	-	100	Place merchant tent
City Hall	-	-	-	-	1000	Yes	-	100	Place City Hall
Bank	2	-	-	-	1000	Yes	-	100	Place bank
Cantina	2	2,500	8,400	5	7200	Yes	-	100	Place cantina
Cloning Facility	3	-	-	-	1000	Yes	-	100	Place cloning
Hospital	3	2,500	8,400	5	7200	Yes	-	100	Place hospital
Theater	4	2,500	8,400	5	7200	Yes	-	100	Place theater
Shuttleport	4	-	-	-	1000	Yes	-	100	Place shuttleport
Large Garden	3	-	-	-	1000	Yes	-	100	Place large garden
Medium Garden	2	-	-	-	1000	Yes	-	100	Place medium garden
Small Garden	1	-	-	-	1000	Yes	-	100	Place small garden
Garage	2	-	-	-	1000	-	-	100	Place garage

TATOOINE

Tatooine—a harsh desert world, Tatooine orbits twin suns in the galaxy's Outer Rim. The planet's terrain includes tall mesas, deep canyons, and the expansive Dune Sea.

Tatooine is far from the center of the galaxy, but it occupies a strategic location at the nexus of several hyperspace routes. As a result, it has become a way station for merchants, explorers, and others traveling the Outer Rim. Tatooine has also been the site of many orbital battles between rival gangsters and smugglers, and its surface is littered with ancient starship wrecks, most of which have long since been scavenged by native Jawas or buried by the fierce sandstorms.



Much of Tatooine is inhospitable wasteland. However, unique wind patterns and atmospheric concentrations have made a small area of the planet livable. Most life-forms and settlements can be found in this "temperate zone."

Tatooine's native species include the diminutive, chattering Jawas and the terrifying Sand People. A host of dangerous creatures, including the dreaded krayt dragon, also inhabit Tatooine's wastes and pose a threat to any traveler.

Generally considered a lawless world, much of Tatooine is ruled by immoral crime lords, including Jabba the Hutt. Cities like Mos Eisley are criminal havens, attracting smugglers, thieves, and mercenaries from throughout the galaxy. Hardworking settlers are typically confined to moisture farms located throughout the temperate zone. The Empire has taken control of Bestine, converting it into one of the most prominent Imperial outposts in the Outer Rim, and maintains garrisons in many other Tatooine cities. The Rebel Alliance has few full-fledged operatives on Tatooine, but many smugglers and other shady figures are sympathetic to the Rebellion's cause.

TATOOINE POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Beetle Cave (west)	6522, -1350
Ben Kenobi's House	-4512, -2270
Darklighter Estate	-718, -6683
Escape Pod	-3931, -4397
Fort Tusken	-3980, 6311
Fort Tusken Cave	-3960, 6233
Hutt Hideout (cave, southwest)	5121, 647
Jabba's Palace	-5856, -6183
Tatooine Privateer Pilot 3 Trainer	-5985, -6301
Jawa Mountain Fortress	-6141, 1854
Krayt Graveyard	6839, 4320
Krayt Skeleton	-4632, -4346
Lar's Homestead	-2579, -5500
Rebel Military Base (Faction Bunker)	-784, -4451
Sarlacc Pit	-6169, -3387
Squill Cave (central)	70, -86
Tusken Bunker	-1493, -208
Tusken Village	-5322, -4444

CITIES OF TATOOINE

ANCHORHEAD



TRAINER	COORDINATES
Doctor (Tavern)	131, -5362
BUILDINGS	COORDINATES
Cantina	-156, -5306
Cloning Facility	70, -5358
Shuttle Facility	48, -5335
Tavern	123, -5365

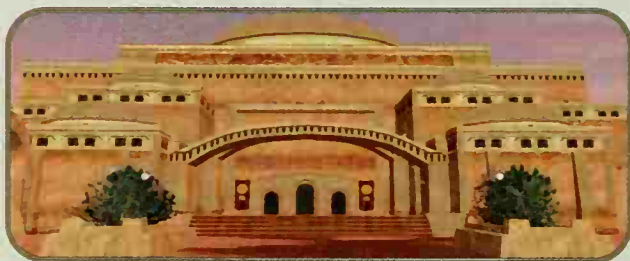
MOS TAIKE

TRAINER	COORDINATES
Doctor (Tavern)	3788, 2396
BUILDINGS	COORDINATES
Cloning Facility	3888, 2351
Garage	3769, 2308
Tavern	3789, 2382

WAYFAR



TRAINER	COORDINATES
Artisan	-5274, -6547
Bounty Hunter (Cantina)	-5151, -6588
Commando	-5038, -6609
Medic (Medical Center)	-5123, -6615
Scout	-5051, -6629
Teras Kasi	5054, -6632
BUILDINGS	COORDINATES
Cantina (Door 1 / Door 2)	-5122, -6572 / -5220, -6591
Cloning Facility	-5072, -6620
Hotel	-5124, -6530
Medical Center	5106, -6615



BESTINE

MAP	TRAINER	COORDS
1	Architect	-1255, -3567
2	Architect (Guild Hall G)	-1272, -3515
3	Armorsmith (Guild Hall G)	-1245, -3505
4	Artisan	-1266, -3559
5	Artisan	-1167, -3490
6	Bio-Engineer	-1444, -3749
7	Brawler	-1277, -3539
8	Brawler (Guild Hall H)	-1266, -3596
9	Chef (Hotel)	-1178, -3681
10	Droid Engineer (Guild Hall G)	-1259, -3496
11	Entertainer	-1273, -3630

12	Marksman	-1272, -3538
13	Marksman (Guild Hall H)	-1257, -3603
14	Medic	-1263, -3576
15	Medic (Hospital)	-1312, -3483
16	Merchant (Guild Hall G)	-1257, -3527
17	Politician	-1125, -3616
18	Scout	-1292, -3560
19	Scout (Guild Hall H)	-1256, -3582
20	Squad Leader	-1019, -3532
21	Tailor	-1348, -3677
22	Weaponsmith (Guild Hall G)	-1259, -3507
11	Tatooine Imperial Pilot 1	-1119, -3526
12	Tatooine Imperial Pilot 2	-1160, -3591

MAP	BUILDINGS	COORDS
A	Bank	-1267, -3670
B	Cantina (Door 1 / Door 2)	-1007, -3544 / -1456, -3667
C	Cantina	-1359, -3690
D	Capital	-1131, -3614
E	Cloning Facility	-1424, -3783
F	Guild Hall F	-1188, -3515
G	Guild Hall G	-1238, -3527
H	Guild Hall H	-1237, 3578
I	Hotel	-1178, -3648
J	Hospital (Door 1 / Door 2)	-1299, -3502 / -1355, -3477
K	Imperial Post	-1137, -3889
L	Museum	-1095, -3661
M	PA Hall	-1130, -3540
N	Shuttle Port	-1090, -3558
O	Starport	-1294, -3590



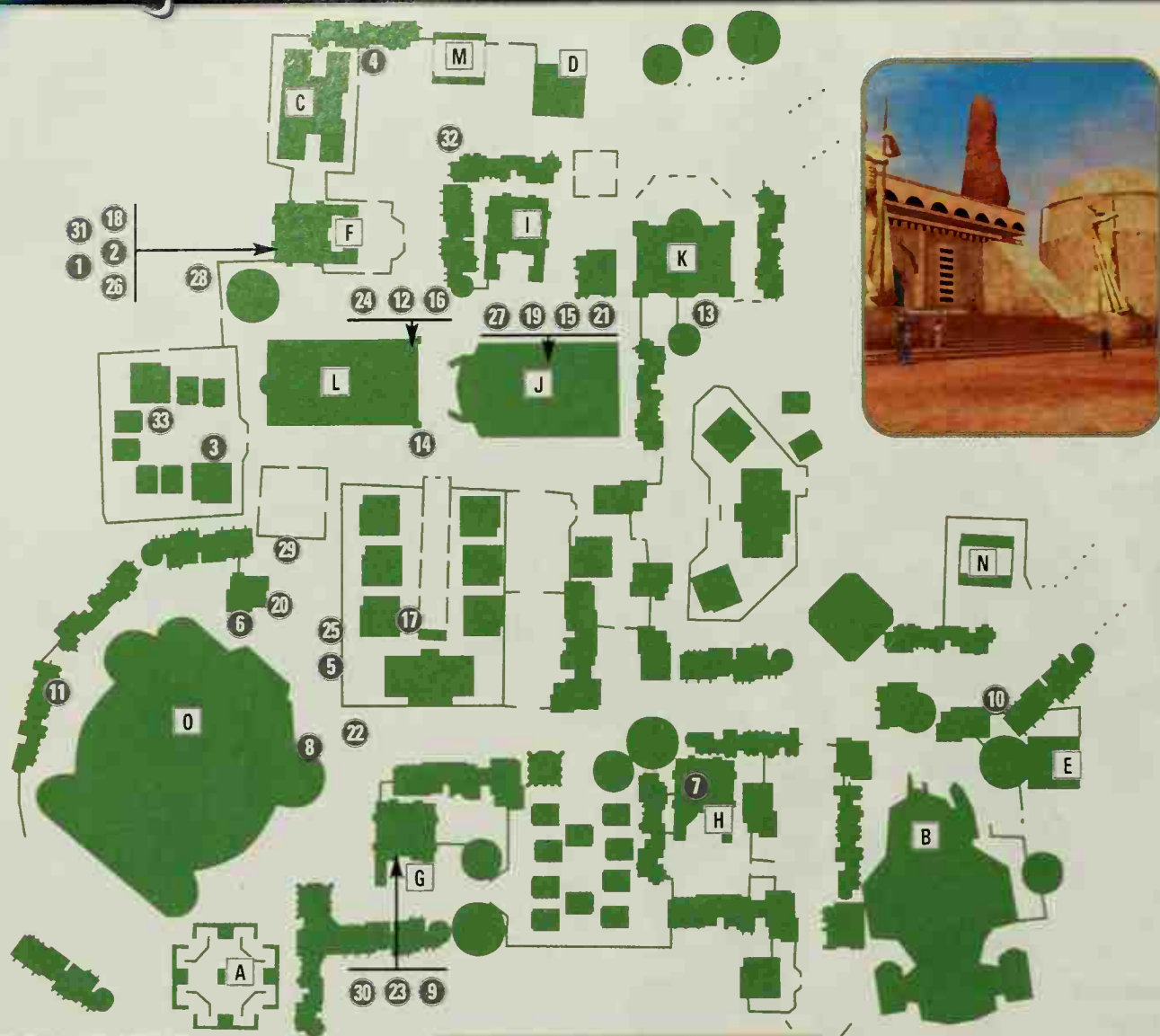
NOTE: A Tatooine Privateer Pilot Trainer 3 is in the main chamber of Jabba's Palace — Beissa, -5985, -6301.

MOS EISELY

MAP	TRAINER	COORDS
1	Armorsmith (Guild Hall H)	3349, -4691
2	Architect (Guild Hall H)	3323, -4705
3	Artisan (Guild Hall F)	3446, -4703
4	Artisan	3503, -4809
5	Bounty Hunter	3358, -4840
6	Brawler (Guild Hall J)	3460, -4658
7	Brawler	3498, -4764
8	Carbineer	3534, -4695
9	Combat Medic (Med. Center)	3533, -4753
10	Dancer (Guild Hall K)	3254, -4712
11	2 Doctor (Medical Center)	3523, -4947
12	Droid Engineer (Guild Hall H)	3333, -4686
13	Entertainer (Guild Hall K)	3243, -4695
14	Entertainer	3478, -4793
15	Fencer (Medical Center)	3528, -4762
16	Image Designer (Guild Hall K)	3217, -4735
17	Marksman (Guild Hall J)	3454, -4668
18	Marksman	3506, -4760

19	Medic	3522, -4774
20	Merchant (Guild Hall H)	3337, -4717
21	Musician (Guild Hall K)	3259, -4703
22	Musician	3393, -4791
23	Pistoleer	3358, -4837
24	Rifleman	3551, -4710
25	Rifleman	3426, -4917
26	Scout (Guild Hall J)	3476, -4667
27	Scout	3520, -4787
28	Smuggler	3401, -4878
29	Weaponsmith (Guild Hall H)	3334, -4697
P1	Tatooine Privateer Pilot 1	3432, -4818
P2	Tatooine Privateer Pilot 2	3383, -4595

MAP	BUILDINGS	COORDS
A	Bank	3496, -4948
B	Cantina (Door 1 / Door 2)	3383, -4799 / 3468, -4851
C	Cantina (Lucky Despot)	3331, -4605
D	Cloning Facility	3257, -4635
E	Cloning Facility	3426, -5009
F	Garage	3385, -4974
G	Garage	3538, -4626
H	Guild Hall H	3354, -4713
I	Guild Hall I	3429, -4730
J	Guild Hall J	3483, -4686
K	Guild Hall K	3229, -4751 / (Stage Door / Main Door) 3303, -4766
L	Medical Center	3516, -4769 / (Door 1/Door 2) 3541, -4735
M	Shuttle Port	3421, -4650
N	Star Port	3539, -4751



MOS ENTHA

MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	1289, 3369
2	Armorsmith (Guild Hall F)	1302, 3394
3	Armorsmith	1247, 3248
4	Artisan	1335, 3487
5	Artisan	1324, 3141
6	Artisan	1273, 3151
7	Artisan (Guild Hall H)	1561, 3077
8	Brawler	1311, 3088
9	Brawler (Guild Hall G)	1387, 3043
10	Brawler	1741, 3117
11	Carboneer	1158, 3110
12	Combat Medic (Med. Center)	1339, 3281
13	Commando	1552, 3335
14	Creature Handler	1374, 3262
15	Dancer (Guild Hall J)	1481, 3277

16	2 Doctor (Medical Center)	1346, 3296
17	Doctor	1370, 3164
18	Droid Engineer (Guild Hall F)	1288, 3391
19	Entertainer (Guild Hall J)	1499, 3269
20	Entertainer	1287, 3162
21	Image Designer (Guild Hall J)	1498, 3318
22	Marksman	1321, 3105
23	Marksman (Guild Hall G)	1376, 3044
24	Medic (Medical Center)	1338, 3291
25	Medic	1325, 3148
26	Merchant (Guild Hall F)	1306, 3368
27	Musician (Guild Hall J)	1481, 3267
28	Ranger	1240, 3356
29	Scout	1303, 3199
30	Scout (Guild Hall G)	1389, 3026
31	Weaponsmith (Guild Hall F)	1294, 3383
32	Weaponsmith	1390, 3448
33	Weaponsmith	1210, 3273

MAP	BUILDINGS	COORDS
A	Bank	1277, 2939
B	Cantina (The Fallen Star)	1713, 3074
C	Cloning Facility	1324, 3457
D	Garage	1457, 3455
E	Garage	1777, 3066
F	Guild Hall F	1321, 3379
G	Guild Hall G	1378, 3011
H	Guild Hall H	1561, 3048
I	Guild Hall I	1434, 3372
J	Guild Hall J	1478, 3324 /
	(Stage Door / Main Door)	1411, 3295
K	Hotel	1535, 3403
L	Medical Center	1337, 3312
M	Shuttle Port	1391, 3474
N	Shuttle Port	1728, 3189
O	Starport	1284, 3128



MOS ESPA

MAP	TRAINER	COORDS
1	Architect	-2872, 2159
2	Architect (Guild Hall H)	-3043, 2051
3	Armorsmith (Guild Hall H)	-3073, 2057
4	Artisan	-2890, 2142
5	Artisan (Guild Hall G)	-2826, 1994
6	Brawler	-2932, 2125
7	Brawler (Guild Hall I)	-3030, 2431
8	Combat Medic (Med. Center)	-3142, 2110
9	Creature Handler	-2994, 2530
10	2 Doctor (Medical Center)	-3144, 2104
11	Droid Engineer (Guild Hall H)	-3064, 2044
12	Entertainer	-2889, 2178
13	Fencer	-2963, 2022
14	Fencer (Medical Center)	-3139, 2099
15	Marksman	-2931, 2120
16	Marksman (Guild Hall I)	-3025, 2421
17	Medic	-2930, 2116
18	Medic	-3157, 2123
19	Merchant (Guild Hall H)	-3049, 2069
20	Musician	-2882, 2171
21	Musician	-2979, 2059
22	Pikeman	-2931, 2386
23	Scout	-2916, 2109
24	Scout (Guild Hall I)	-3012, 2435

25	Swordsman	-2971, 2032
26	Teräs Kasi	-2812, 1973
27	Weaponsmith	-2869, 2146
28	Weaponsmith (Guild Hall H)	-3057, 2052
R1	Tatooine Rebel Pilot 1	-3001, 2172

MAP	BUILDINGS	COORDS
A	Bank	-2991, 2331
B	Cantina (Door 1 / Door 2)	-2991, 2124 -3030, 2214
C	Cloning Facility	-3095, 2269
D	Garage	-2956, 2522
E	Garage	-2730, 2268

F	Garage	-2861, 1940
G	Guild Hall G	-2857, 1987
H	Guild Hall H	-3062, 2077
I	Guild Hall I	-2997, 2426
J	Hotel	-3076, 2184
K	Imperial Post	-2590, 2111
L	Medical Center	-3139, 2084
	(Door 1 / Door 2)	-3149, 2125
M	Shuttle Port	-2800, 2179
N	Shuttle Port	-3119, 2174
O	Shuttle Port	-2893, 1927
P	Starport	-2896, 2123
Q	Watto's Junk shop	-2978, 2434
	(Door 1 / Door 2)	-2891, 2408

NABOO

Located in the Chommell sector, Naboo is a fairly idyllic world covered by dense swamps, rolling plains, and verdant hills. The planet has two sentient species: peaceful humans who call themselves the Naboo; and the more aggressive, warlike Gungans. The Naboo populate many striking cities, including Theed and Moenia, while the Gungans reside deep in the planet's foreboding swamps. Naboo's pleasant climate and numerous terrain types have also given rise to dozens of native animal species, from the towering, reptilian fambaa to the deadly tusk cat.

Human colonists from the planet Grizmalit discovered Naboo nearly four thousand years before the Battle of Yavin. Within weeks of their arrival, the settlers encountered the Gungans. Although immediately distrustful of one another, neither species attacked the other, and the humans were allowed to establish their first settlements without incident. Over the next several decades, the settlers slowly spread across the planet's largest landmass, building cities and villages to support their growing numbers. The human colonists kept to the grassy plains and ocean coastlines, only occasionally treading into Gungan territory. Despite this, tension between the humans and the Gungans remained strong. The friction between the Gungans and the Naboo was based largely on cultural differences, but armed clashes were extremely rare.



The conflict, now known as the Battle of Naboo, marked a new era of the cooperation between the two cultures. Unfortunately, after the Emperor rose to power, he made a special effort to quickly bring Naboo under his control. When the Imperial forces arrived on the planet, allegedly to "protect" Naboo's resources, the Gungan population migrated deeper into the swamps, yet again isolating themselves from the rest of Naboo.

Although Naboo is home to numerous Imperials and even hosts one of the Emperor's strongholds, the Naboo themselves have managed to preserve much of their culture. They remain a largely democratic society ruled by an elected monarch. Naboo gain the right to vote after passing aptitude tests that determine intellectual maturity, and political leaders are often far younger than their peers on other worlds. The Naboo are still an extremely peaceful people, focusing all of their energies into art, science, and education. They maintain a small security force to protect their cities from rabble-rousers and criminals, but they have no standing army. Although it's been rumored that the current monarch, Queen Kylantha, is extremely loyal to the Emperor, she has yet to dissolve the Naboo Royal Advisory Council or impose any significant changes in the Naboo's democratic structure. According to some sources, Rebel cells also flourish in some areas of Naboo, including Theed and the swamplands.

NABOO POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Amidala's Beach	-5828, -93
Dee'ja Peaks Falls	5174, -1550
Emperor's Retreat	2421, -3941
Naboo Imperial Pilot 2 Trainer	2447, -3899
Naboo Imperial Pilot 3 Trainer	2421, -3941
Naboo Imperial Pilot 4 Trainer	2382, -3902
Gungan Sacred Place	-2104, -5408
Gungan Warrior Stronghold	-272, 2878
Imperial vs. Gungan Battle	4825, -3820
Imperial Weapon Research Facility (Faction Bunker)	-6456, -3235
Mauler Encampment	2963, 1109
Mordran Gang	-1952, -5279
Narglatch Cave	5864, -4681
Pirate Bunker	-1507, -1729
Theed Falls	-4627, 4207
Veermok Cave	5741, -1546

CITIES OF NABOO

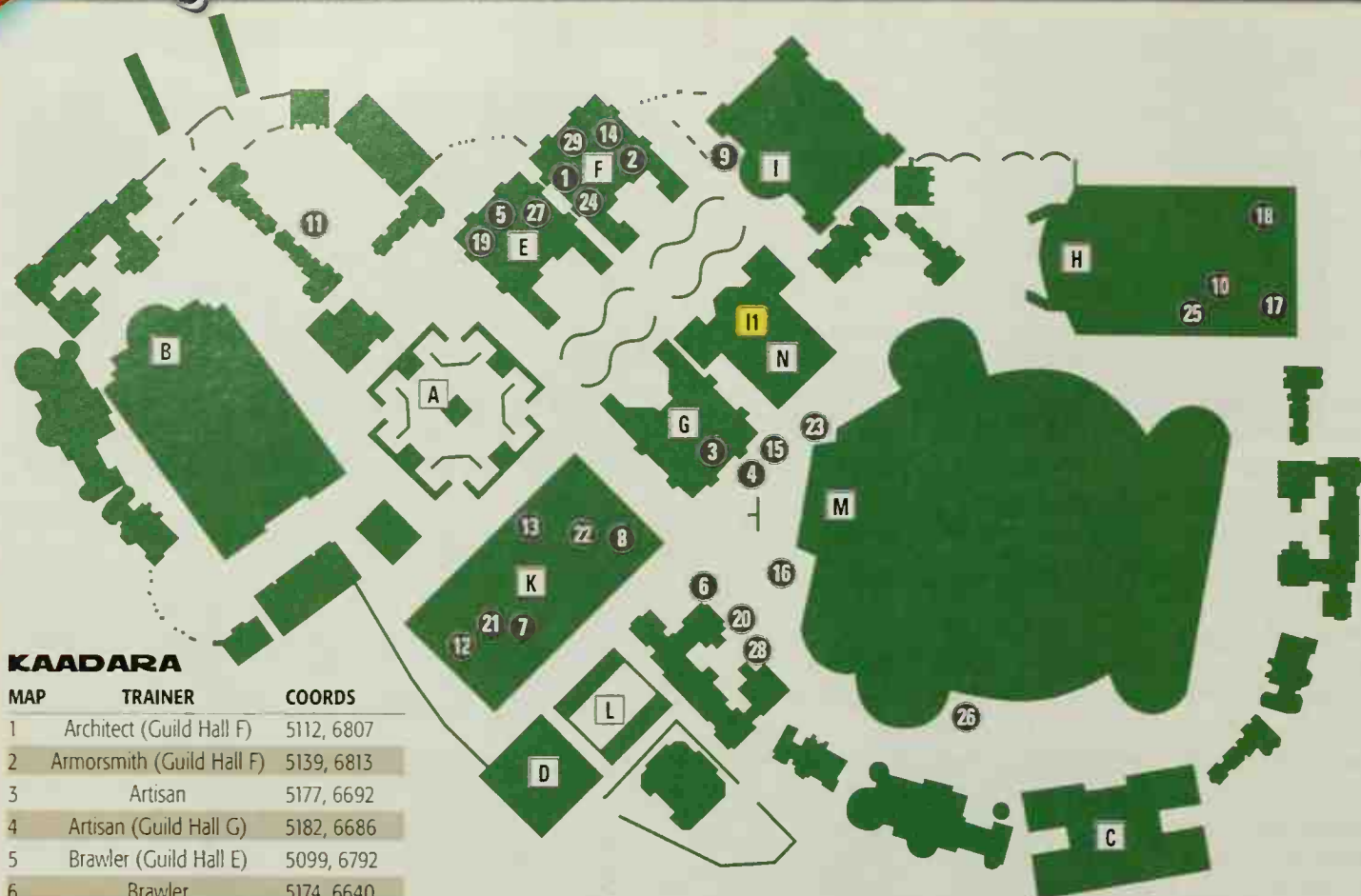


DEE'JA PEAK

TRAINER	COORDS
Architect (Guild Hall 2)	4719, -1260
Armorsmith	4771, -1272
Armorsmith (Guild Hall 2)	4745, -1275
Artisan	4715, -1393
Dancer	4873, -1455
Droid Engineer (Guild Hall 2)	4741, -1261
Entertainer (Guild Hall 3)	4856, -1445
Image Designer (Guild Hall 3)	4856, -1494
Marksman	4980, -1425
Merchant (Guild Hall 2)	4718, -1280
Musician (Guild Hall 3)	4874, -1444
2 Politician	4702, -1368
Weaponsmith (Guild Hall 2)	4733, -1267
BUILDINGS	COORDS
Capitol	4680, -1390
Guild Hall 1	4941, -1469
Guild Hall 2	4730, -1293
Guild Hall 3 (Stage Door / Front Door)	4873, -1501 / 4943, -1475
Hotel	5135, -1459
Shuttle Port (Path to Bridge)	5337, -1578 (5176, -1493)

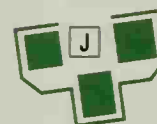
LAKE RETREAT

BUILDINGS	COORDS
Hotel	-5557, -34
Shuttle Port	-5489, -21



KAADARA

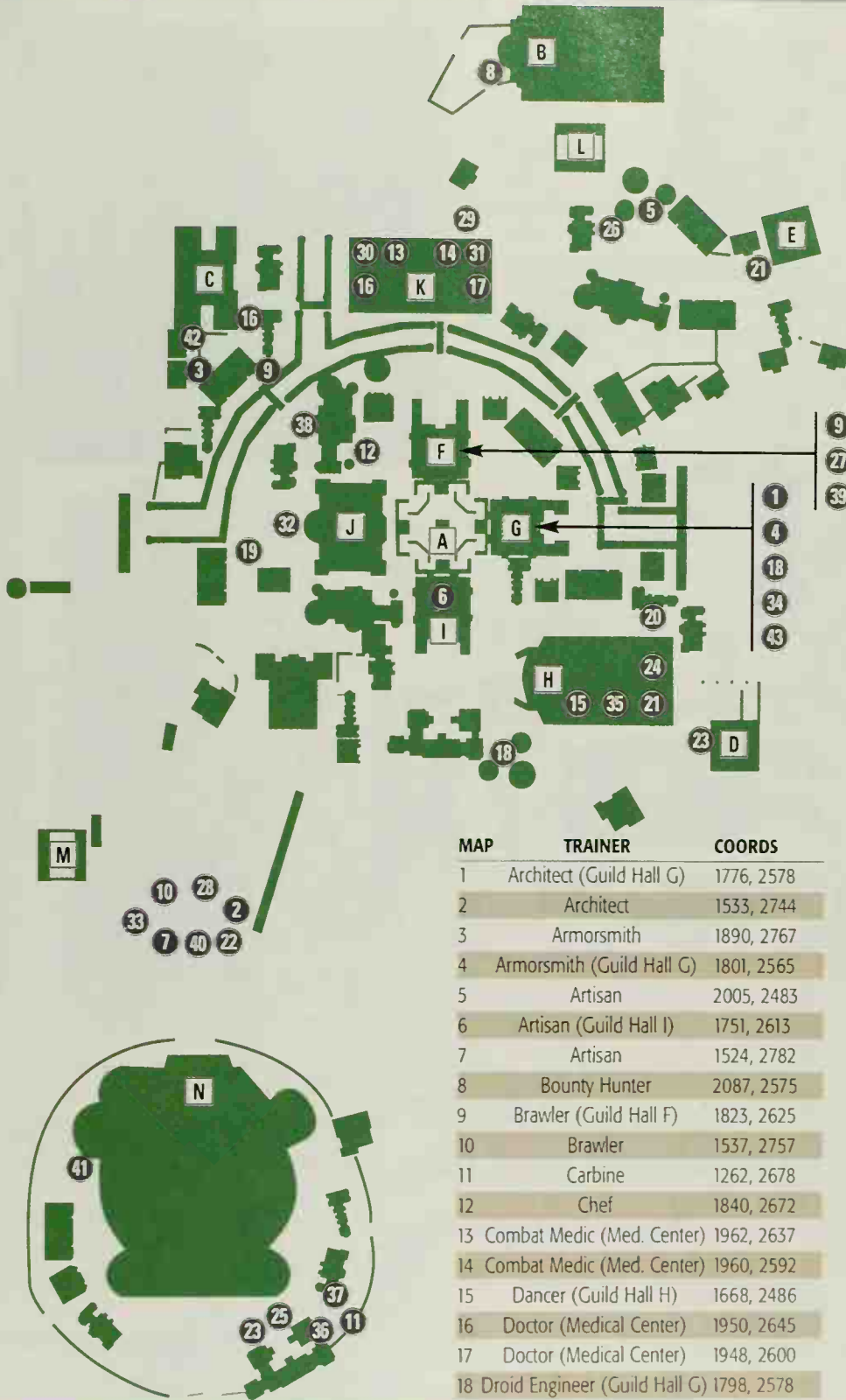
MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	5112, 6807
2	Armorsmith (Guild Hall F)	5139, 6813
3	Artisan	5177, 6692
4	Artisan (Guild Hall G)	5182, 6686
5	Brawler (Guild Hall E)	5099, 6792
6	Brawler	5174, 6640
7	Combat Medic (Med.Center)	5120, 6645
8	Combat Medic (Med. Center)	5086, 6615
9	Creature Handler	5181, 6806
10	Dancer (Guild Hall H)	5380, 6746
11	Doctor	5021, 6787
12	Doctor (Medical Center)	5115, 6660
13	Doctor (Medical Center)	5084, 6626
14	Droid Engineer (Guild Hall F)	5128, 6822
15	Droid Engineer	5191, 6695
16	Entertainer	5206, 6660
17	Entertainer (Guild Hall H)	5399, 6738
18	Image Designer (Guild Hall H)	5399, 6786
19	Marksman (Guild Hall E)	5090, 6785
20	Marksman	5182, 6632
21	Medic (Medical Center)	5113, 6651
22	Medic (Medical Center)	5095, 6624
23	Medic	5211, 6694
24	Merchant (Guild Hall F)	5125, 6794
25	Musician (Guild Hall H)	5380, 6736
26	Ranger	5279, 6594
27	Scout (Guild Hall E)	5110, 6781
28	Scout	5193, 6615
29	Weaponsmith (Guild Hall F)	5124, 6813
11	Naboo Imperial Pilot 1	5196, 6737



MAP	BUILDINGS	COORDS
A	Bank	5081, 6706
B	Cantina	4956, 6753
C	Cloning Facility	5332, 6572
D	Garage	5117, 6560
E	Guild Hall E	5113, 6762
F	Guild Hall F	5142, 6791
G	Guild Hall G	5154, 6715
H	Guild Hall H	5310, 6766 /
	(Stage Door / Front Door)	5379, 6793

I	Hotel	5188, 6790
J	Imperial Post	5364, 6447
K	Medical Center (Door 1 /	5128, 6635 /
	Door 2 /	5096, 6666 /
	Door 3 /	5103, 6614 /
	Door 4)	5075, 6642
L	Shuttle Port	5127, 6613
M	Starport	5216, 6677
N	PA Hall	5174, 6740

KEREN



24	Image Designer (Guild Hall H)	1707, 2465
25	Image Designer	1253, 2711
26	Marksman	1992, 2515
27	Marksman (Guild Hall F)	1823, 2614
28	Marksman	1538, 2751
29	Medic	1982, 2598
30	Medic (Medical Center)	1952, 2636
31	Medic (Medical Center)	1956, 2605
32	Medic	1784, 2714
33	Medic	1541, 2785
34	Merchant (Guild Hall G)	1774, 2560
35	Musician (Guild Hall H)	1659, 2484
36	Pistoleer	1253, 2686
37	Rifleman	1274, 2687
38	Scout	1845, 2705
39	Scout (Guild Hall F)	1839, 2625
40	Scout	1512, 2760
41	Smuggler	1363, 2833
42	Weaponsmith	1905, 2767
43	Weaponsmith (Guild Hall G)	1788, 2573

MAP	BUILDINGS	COORDS
A	Bank	1785, 2618
B	Cantina (Door 1 / Door 2)	2102, 2574 / 2113, 2477
C	Cloning Facility	1949, 2739
D	Garage	1649, 2442
E	Garage	1960, 2389
F	Guild Hall F	1854, 2614
G	Guild Hall G	1787, 2546
H	Guild Hall H (Stage Door / Front Door)	1686, 2553 / 1715, 2484
I	Guild Hall I	1718, 2614
J	Hotel	1786, 2703
K	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	1974, 2636 / 1974, 2603 / 1931, 2603 / 1931, 2636
L	Shuttle Port	2028, 2526
M	Shuttle Port	1563, 2841
N	Starport	1431, 2770

MAP	TRAINER	COORDS
1	Architect (Guild Hall G)	1776, 2578
2	Architect	1533, 2744
3	Armorsmith	1890, 2767
4	Armorsmith (Guild Hall G)	1801, 2565
5	Artisan	2005, 2483
6	Artisan (Guild Hall I)	1751, 2613
7	Artisan	1524, 2782
8	Bounty Hunter	2087, 2575
9	Brawler (Guild Hall F)	1823, 2625
10	Brawler	1537, 2757
11	Carbine	1262, 2678
12	Chef	1840, 2672
13	Combat Medic (Med. Center)	1962, 2637
14	Combat Medic (Med. Center)	1960, 2592
15	Dancer (Guild Hall H)	1668, 2486
16	Doctor (Medical Center)	1950, 2645
17	Doctor (Medical Center)	1948, 2600
18	Droid Engineer (Guild Hall G)	1798, 2578
19	Entertainer	1773, 2742
20	Entertainer	1727, 2479
21	Entertainer (Guild Hall H)	1660, 2465
22	Entertainer	1520, 2744
23	Entertainer	1246, 2723

NOTE: Naboo Imperial Pilot Trainers, level 2, 3, and 4 are at the Emperor's Retreat, 2421, -3941



MOENIA

MAP	TRAINER	COORDS
1	Architect	4779, -4970
2	Architect (Guild Hall F)	4816, -5013
3	Armorsmith (Guild Hall F)	4792, -5000
4	Artisan	4821, -4704
5	Artisan (Guild Hall G)	4926, -4779
6	Brawler	4999, -4926
7	Brawler	4800, -4734
8	Brawler	4710, -4997
9	Chef	4942, -4837
10	Combat Medic (Med. Center)	4900, -4919
11	Combat Medic (Med. Center)	4945, -4921
12	Dancer	4730, -4872
13	Doctor	4887, -4899
14	Doctor (Medical Center)	4938, -4934
15	Doctor (Medical Center)	4893, -4933
16	Droid Engineer (Guild Hall F)	4794, -5013
17	Droid Engineer	4654, -4688

18	Entertainer	4846, -4658
19	Marksman (Guild Hall F)	4721, -4997
20	Marksman	4794, -4730
21	Medic	4772, -4814
22	Medic	4808, -4724
23	Medic (Medical Center)	4901, -4930
24	Medic (Medical Center)	4932, -4923
25	Merchant (Guild Hall F)	4817, -4996
26	Musician	4740, -4886
27	Scout	4839, -4702
28	Scout (Guild Hall E)	4710, -4979
29	Squad Leader	4701, -4939
30	Tailoring	4858, -4799
31	Weaponsmith (Guild Hall F)	4802, -5009
R1	Naboo Rebel Pilot 1	4764, -4796

MAP	BUILDINGS	COORDS
A	Bank	4801, -4862
B	Cantina (Door 1 / Door 2)	4875, -4671 / 4848, -4574
C	Cloning Facility	5005, -4930
D	Garage	4663, -4771
E	Guild Hall E	4721, -4966
F	Guild Hall F	4805, -4979
G	Guild Hall G	4905, -4803
H	Hotel	4686, -4893
I	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	4902, -4908 4902, -4949 4935, -4908 4935, -4949
J	Shuttle Port	49769, -4890
K	Starport	4796, -4696

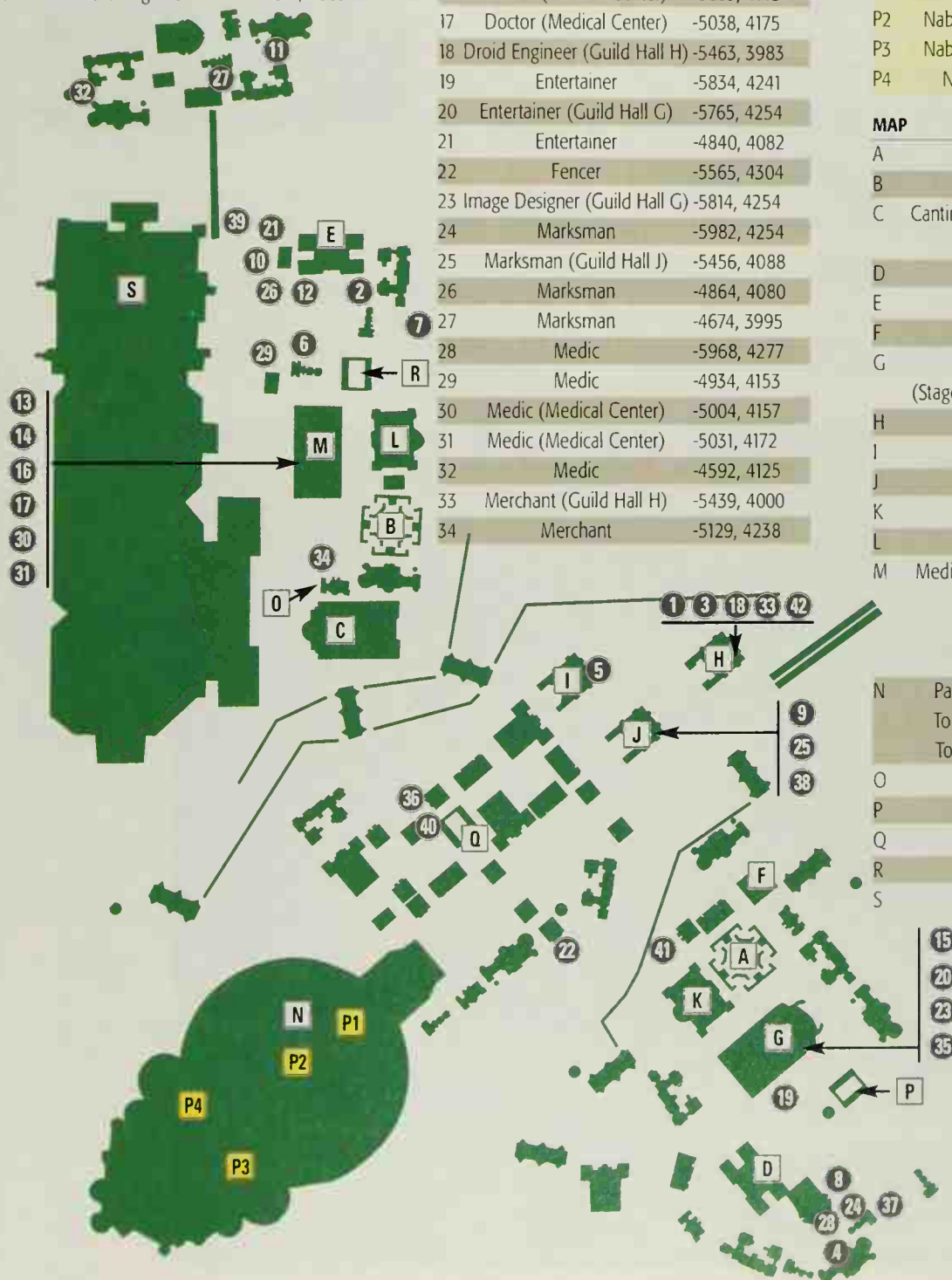
THEED

MAP	TRAINER	COORDS
1	Architect (Guild Hall H)	-5440, 3983
2	Architect	-4931, 4020
3	Armorsmith (Guild Hall H)	-5465, 3996
4	Artisan	-5993, 4286
5	Artisan (Guild Hall I)	-5369, 4108
6	Artisan	-4946, 4131
7	Bio-Engineer	-5016, 4009

8	Brawler	-5942, 4253
9	Brawler (Guild Hall J)	-5467, 4089
10	Brawler	-4858, 4087
11	Brawler	-4684, 3947
12	Chef	-4877, 4066
13	Combat Medic (Med. Center)	-4991, 4148
14	Combat Medic (Med. Center)	-5025, 4181
15	Dancer (Guild Hall G)	-5774, 4236
16	Doctor (Medical Center)	-5005, 4145
17	Doctor (Medical Center)	-5038, 4175
18	Droid Engineer (Guild Hall H)	-5463, 3983
19	Entertainer	-5834, 4241
20	Entertainer (Guild Hall G)	-5765, 4254
21	Entertainer	-4840, 4082
22	Fencer	-5565, 4304
23	Image Designer (Guild Hall G)	-5814, 4254
24	Marksman	-5982, 4254
25	Marksman (Guild Hall J)	-5456, 4088
26	Marksman	-4864, 4080
27	Marksman	-4674, 3995
28	Medic	-5968, 4277
29	Medic	-4934, 4153
30	Medic (Medical Center)	-5004, 4157
31	Medic (Medical Center)	-5031, 4172
32	Medic	-4592, 4125
33	Merchant (Guild Hall H)	-5439, 4000
34	Merchant	-5129, 4238

35	Musician (Guild Hall G)	-5764, 4236
36	Pikeman	-5376, 4,311
37	Scout	-5982, 4227
38	Scout (Guild Hall J)	-5468, 4106
39	Scout	-4796, 4103
40	Swordsman	-5382, 4327
41	Teräs Käsi	-5649, 4206
42	Weaponsmith (Guild Hall H)	-5454, 3987
P1	Naboo Privateer Pilot 1	-5496, 4579
P2	Naboo Privateer Pilot 2	-5496, 4586
P3	Naboo Privateer Pilot 3	5535, 4679
P4	Naboo Privateer 4	-5450, 4679

MAP	BUILDINGS	COORDS
A	Bank	-5705, 4163
B	Bank	-5126, 4156
C	Cantina (Door 1 / Door 2)	-5154, 4293 -5207, 4209
D	Cloning Facility	-5884, 4321
E	Cloning Facility	-4890, 4042
F	Garage	-5671, 4110
G	Guild Hall G	-5818, 4236 / (Stage Door / Front Door) -5792, 4167
H	Guild Hall H	-5452, 4014
I	Guild Hall I	-5369, 4140
J	Guild Hall J	-5456, 4120
K	Hotel	-5708, 4261
L	Hotel	-5082, 4079
M	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-4990, 4169 / -5015, 4190 / -5044, 4157 / -5020, 4134
N	Palace (Front Door / To Lower Overlook / To Upper Overlook)	-5496, 4479 / -5462, 4792 / -5486, 4836
O	Salon	-5121, 4259
P	Shuttle Port	-5862, 4171
Q	Shuttle Port	-5410, 4316
R	Shuttle Port	-5000, 4080
S	Starport	-4848, 4172

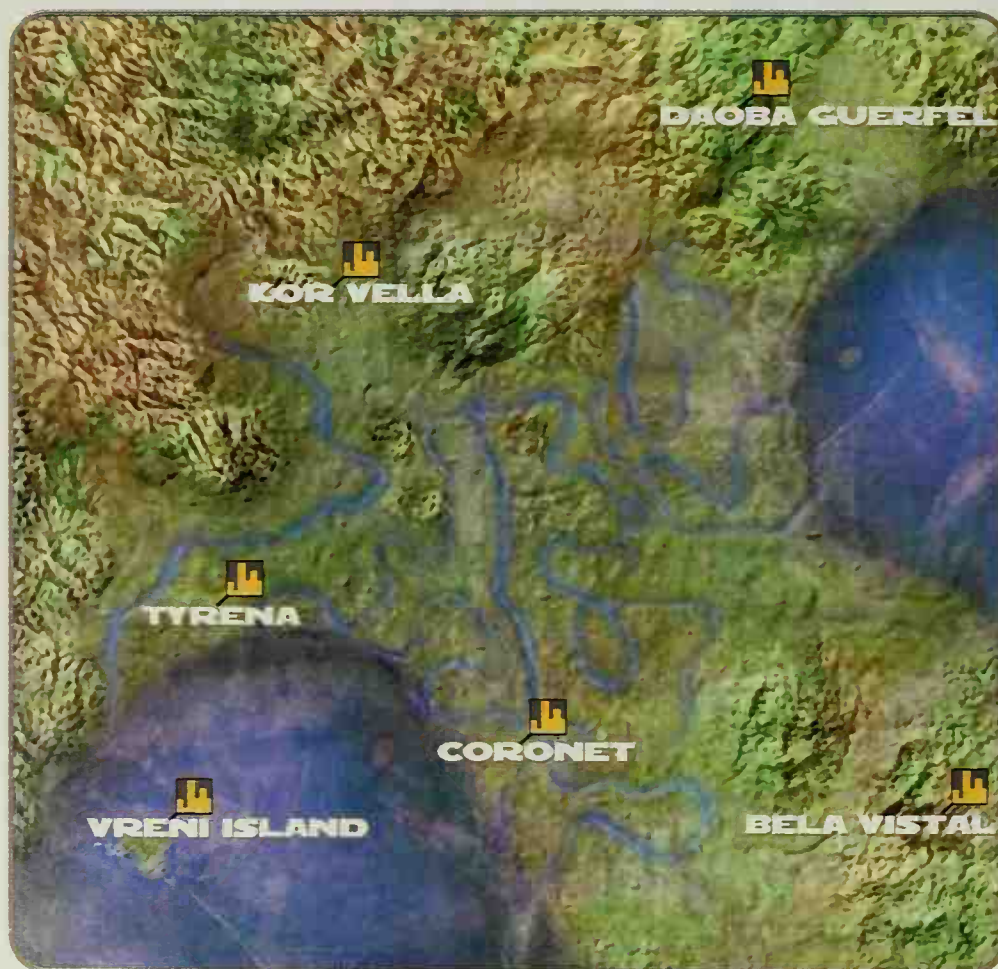
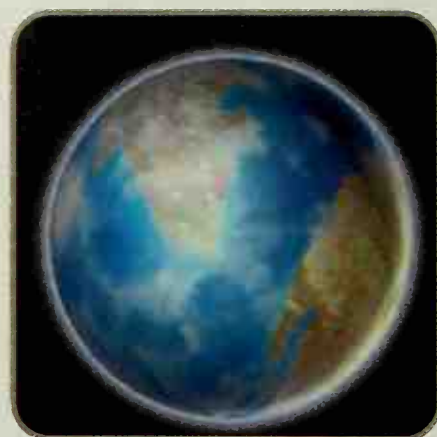


CORELLIA

Corellia is the central planet of the Corellian system, which is well-known for its starship manufacturing facilities and steady supply of talented pilots. A temperate and habitable world, Corellia is marked by rolling hills, thick forests, lush fields, golden beaches, and large seas. Because most of Corellia's manufacturing facilities are located in orbit around the planet, the world itself remains rural and underdeveloped. Urban blight is nearly non-existent, and most Corellians live in small towns or farming communities. The planet does support a handful of cities, including Coronet and Tyrena.

Corellia is populated by all three of the system's sentient species: Humans, Selonians, and Drall. As Corellia has limited settlements, wildlife has also flourished on the planet.

As a member of the Core Worlds, Corellia is often considered part of the Empire, but the planet was also the site of the signing of the Corellian Treaty, which officially formed the Alliance to Restore the Republic (more commonly known as the Rebel Alliance). In truth, since the Corellian Treaty, the planet has remained fairly neutral in the Galactic Civil War. Corellia does have a noticeable Imperial presence, but the Empire has not yet Imperialized any of Corellia's corporations, taken control of Corellian cities, or imposed martial



law. Rumors have also emerged that Princess Leia Organa has established a hidden "command and control" center for Rebel operations on Corellia and seeks the services of sympathizers to aid the Rebellion.

CORELLIA POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Afarathu Cave	-2483, 2907
Agrilat Swamp	1402, 3802
Crystal Fountain of Bela Vistal	6760, -5617
Drall Patriot's Cave	1042, 4193
Grand Theater of Vreni Island	-5421, -6212
Imperial Stronghold (Faction Dungeon)	4651, -5617
Lord Nyax Cult	1414, -317
Rebel Hideout	-6584, 5915
Rogue Corsec Base	5291, 1494

CITIES OF CORELLIA

BELA VISTAL



TRAINER	COORDS
Architect (Guild Hall 1)	6851, -5409
Armorsmith (Guild Hall 1)	6872, -5429
Artisan	6756, -5655
Artisan (Guild Hall 2)	6707, -5510
Brawler (Guild Hall 3)	6884, -5794
Brawler	6742, -5716
Droid Engineer (Guild Hall 1)	6872, -5416
Entertainer	6829, -5428
Marksman	6770, -5714
Marksman (Guild Hall 3)	6885, -5783
Merchant (Guild Hall 1)	6845, -5428
Scout	6724, -5681
Scout (Guild Hall 3)	6866, -5795
Weaponsmith (Guild Hall 1)	6862, -5416

BUILDINGS	COORDS
Cantina (Door 1 / Door 2)	6735, -5708 / 6723, -5708
Cloning Facility	6863, -5719
Guild Hall 1	6853, -5443
Guild Hall 2	6706, -5540
Guild Hall 3	6854, -5784
Hotel	6909, -5581
Medical Center (Door 1 / Door 2)	6713, -5920 / 6713, -5962
Shuttle Port	6637, -5921
Shuttle Port	6937, -5536

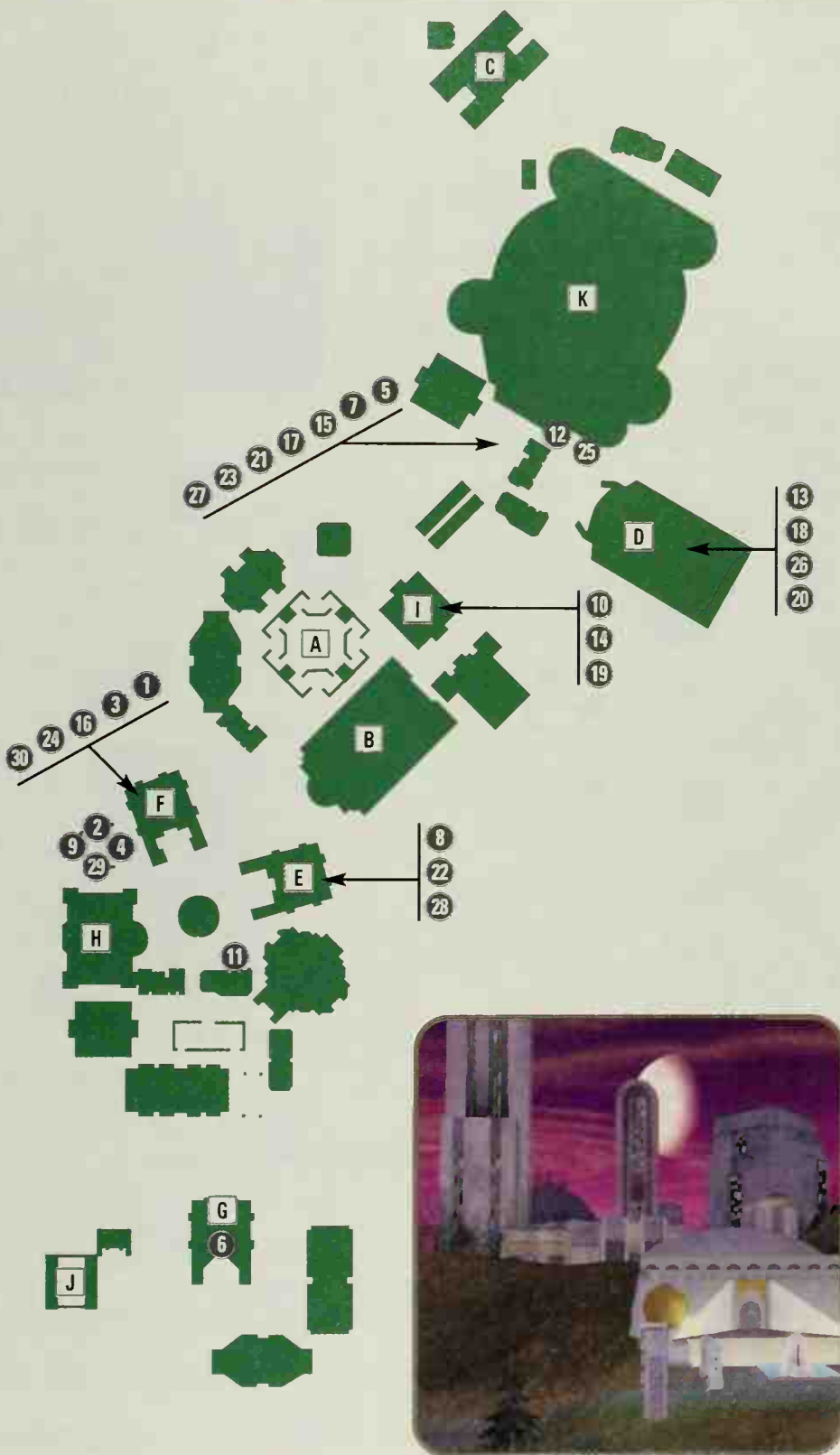


VRENI ISLAND

TRAINER	COORDS
Architect	-5515, -6217
Doctor (Doctor's Office)	-5309, -6405
Entertainer (Cantina)	-5187, -6403
Musician	-5408, -6228
BUILDINGS	COORDS
Cantina	-5163, -6417
Doctor's Office	-5307, -6403
Hotel	-5516, -6180
Salon	-5156, -6368
Shuttle Port	-5552, -6057



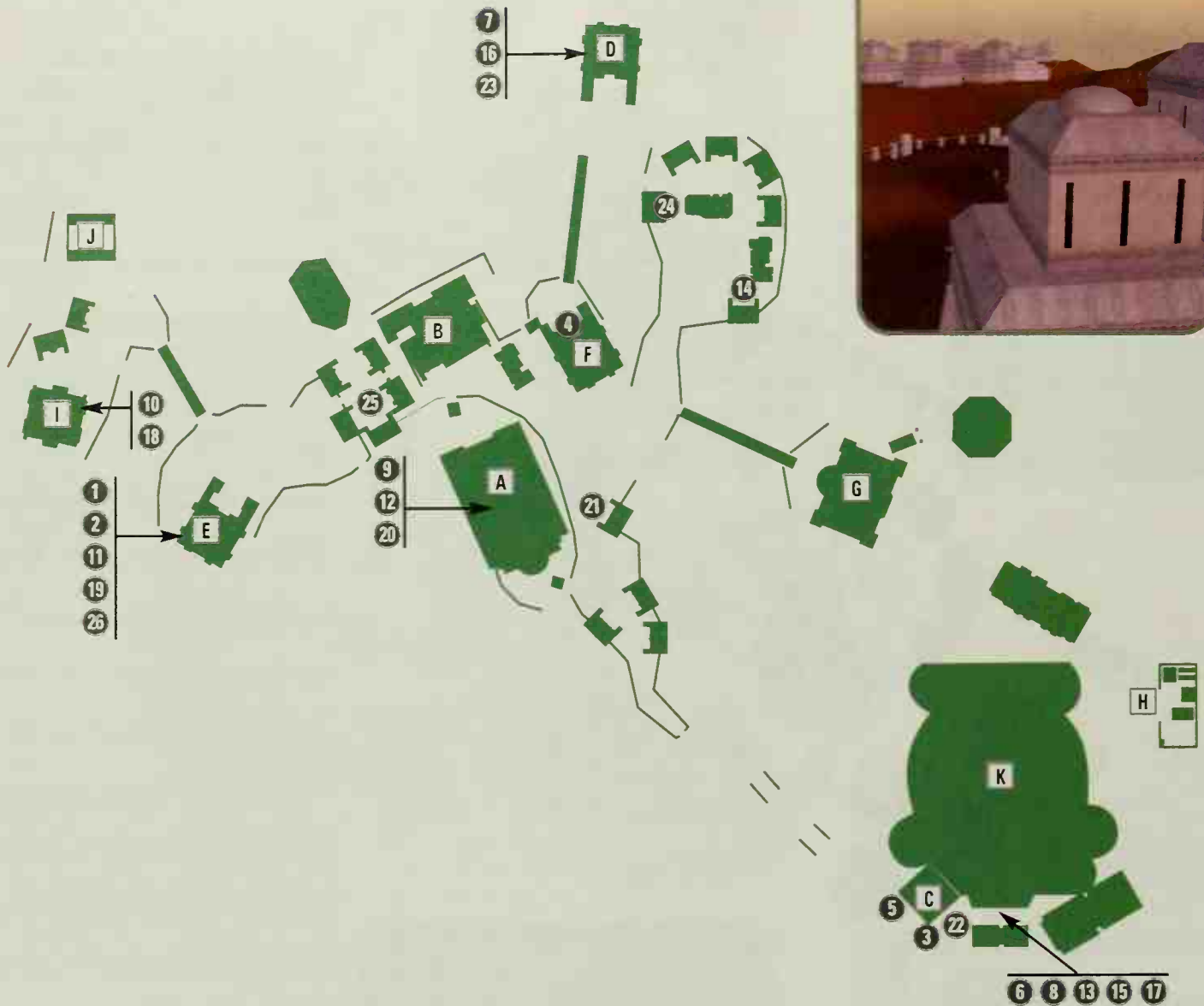
MAP	BUILDINGS	COORDS
A	Bank	-60, -4599
B	Cantina (Door 1 / Door 2)	-346, -4542 -358, -4445
C	Capital	-209, -4534
D	Cloning Facility	-480, -4499
E	Garage	-262, -4807
F	Garage	45,-4239
G	Guild Hall G	-177, -4390
H	Guild Hall H	-240, -4389
I	Guild Hall I (Stage Door / Front Door)	-181, -4202 / -210, -4135
J	Guild Hall J	20, -4439
K	Hotel	-492, -4672
L	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-106, -4461 -106, -4421, -72, -4421 -72, -4461
M	Salon	-366, -4698
N	Shuttle Port	-23, -4401
J	Shuttle Port	-329, -4636
K	Starport	-131, -4723
L	PA Hall	-273, -4733



DAOPA GUERFEL

MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	3098, 5293
2	Architect	3078, 5269
3	Armorsmith (Guild Hall F)	3127, 5291
4	Artisan	3086, 5260
5	Artisan	3311, 5530
6	Artisan (Guild Hall G)	3160, 5042
7	Brawler	3334, 5517
8	Brawler (Guild Hall E)	3216, 5239
9	Chef	3068, 5261
10	Combat Medic (Med. Center)	3275, 5414
11	Creature Handler	3162, 5191
12	Dancer	3363, 5520
13	Dancer (Guild Hall D)	3447, 5422
14	Doctor (Medical Center)	3276, 5407
15	Droid Engineer	3335, 5503
16	Droid Engineer (Guild Hall F)	3117, 5302
17	Entertainer	3305, 5525
18	Entertainer (Guild Hall D)	3460, 5405
19	Fencer	3284, 5406
20	Image Designer	2482, 5448
21	Marksman	3338, 5516
22	Marksman (Guild Hall E)	3213, 5250
23	Medic	3341, 5517
24	Merchant (Guild Hall F)	3105, 5274
25	Musician	3362, 5524
26	Musician (Guild Hall D)	3442, 5413
27	Scout	3333, 5510
28	Scout (Guild Hall E)	3199, 5232
29	Tailor	3076, 5252
30	Weaponsmith (Guild Hall F)	3111, 5293

MAP	BUILDINGS	COORDS
A	Bank	3207, 5382
B	Cantina (Door 1 / Door 2)	3268, 5373
		3207, 5296
C	Cloning Facility	3325, 5725
D	Guild Hall D	3468, 5462
	(Stage Door / Front Door)	3396, 5479
E	Guild Hall E	3183, 5240
F	Guild Hall F	3120, 5269
G	Guild Hall G	3160, 5011
H	Hotel	3108, 5205
I	Medical Center	3262, 5422
	(Door 1 / Door 2)	3289, 5396
J	Shuttle Port	3078, 4995
K	Starport	3340, 5534



KOR VELLA

MAP	TRAINER	COORDS
1	Architect (Guild Hall E)	-3685, 3046
2	Armorsmith (Guild Hall E)	-3701, 3071
3	Artisan	-3164, 2791
4	Artisan (Guild Hall F)	-3417, 3170
5	Brawler	-3193, 2799
6	Brawler	-3123, 2791
7	Brawler (Guild Hall D)	-3399, 3396
8	Chef	-3147, 2792
9	Dancer (Cantina, back bar)	-3496, 3101
10	Doctor (Medical Center)	-3809, 3139
11	Droid Engineer (Guild Hall E)	-3704, 3059
12	Entertainer (Cantina, back bar)	-3488, 3109
13	Entertainer	-3153, 2807

14	Fencer	-3319, 3220
15	Marksman	-3130, 2791
16	Marksman (Guild Hall D)	-3410, 3396
17	Medic	-3139, 2793
18	Medic (Medical Center)	-3786, 3130
19	Merchant (Guild Hall E)	-3675, 3063
20	Musician (Cantina, back bar)	-3492, 3111
21	Pikeman	-3412, 3084
23	Scout	-3165, 2800
23	Scout	-3399, 3378
24	Swordsman	-3375, 3284
25	Teräs Käsi	-3570, 3146
26	Weaponsmith (Guild Hall E)	-3696, 3059

MAP	BUILDINGS	COORDS
A	Cantina (Door 1 / Door 2)	-3464, 3039 / -3515, 3125
B	Cloning Facility (lower level)	-3543, 3220
C	Garage	-3194, 2804
D	Guild Hall D	-3412, 3365
E	Guild Hall E	-3680, 3079
F	Guild Hall F	-3432, 3196
G	Hotel	-3267, 3108
H	Imperial Post	-2999, 2909
I	Medical Center (Door 1 / Door 2)	-3793, 3157 / -3801, 3116
J	Shuttle Port	-3773, 3240
K	Starport	-3138, 2815

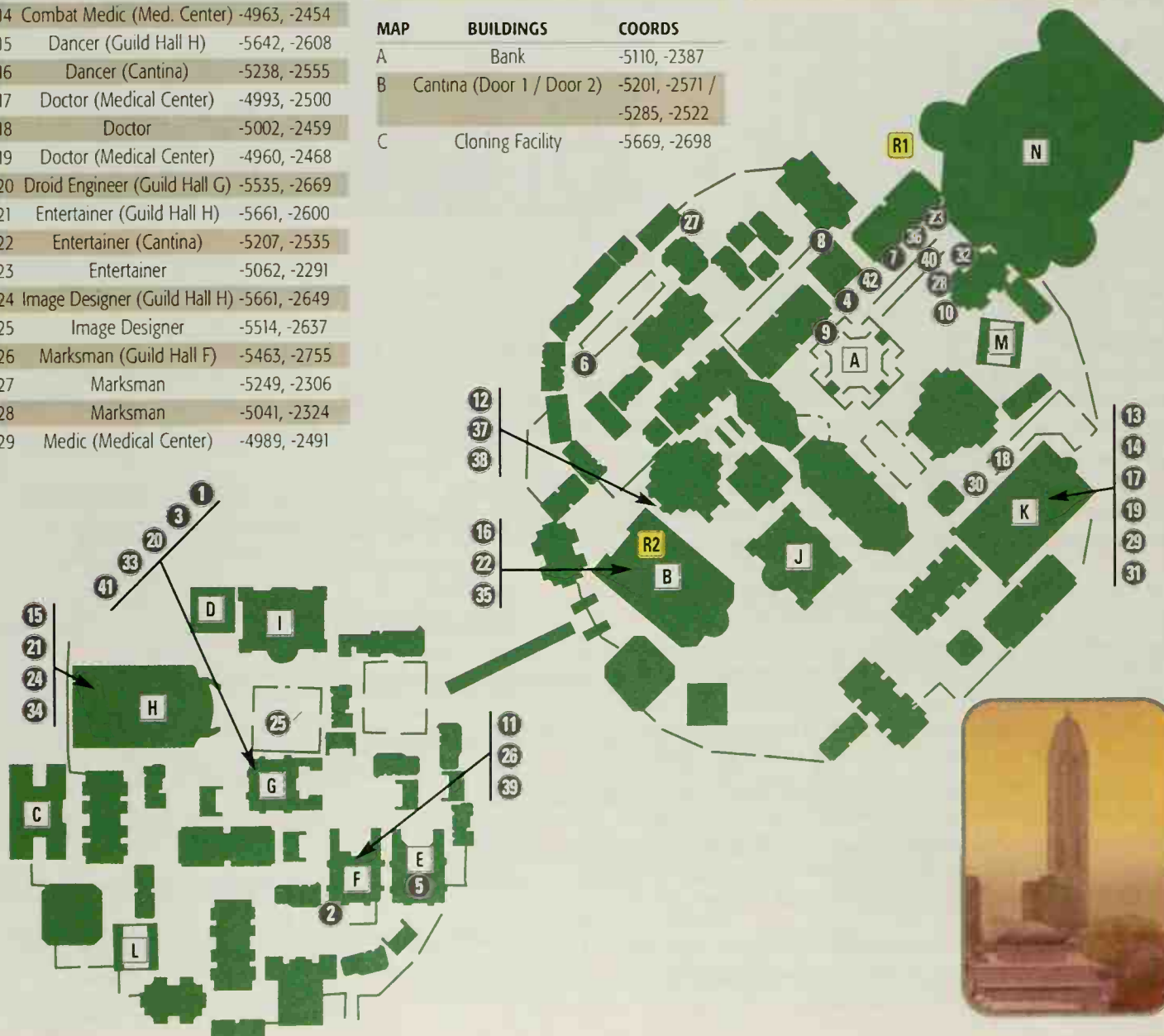
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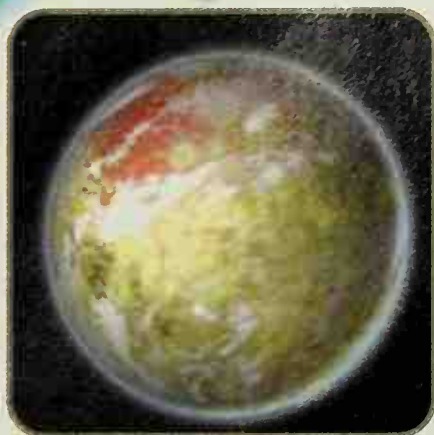
MAP	TRAINER	COORDS
1	Architect (Guild Hall G)	-5535, -2690
2	Architect	-5474, -2769
3	Armorsmith (Guild Hall G)	-5521, -2663
4	Armorsmith	-5118, -2337
5	Artisan (Guild Hall E)	-5417, -2756
6	Artisan	-5300, -2383
7	Artisan	-5081, -2307
8	Bounty Hunter	-5130, -2302
9	Bounty Hunter (Bank)	-5128, -2361
10	Brawler	-5040, -2328
11	Brawler (Guild Hall F)	-5474, -2755
12	Carbineer	-5225, -2489
13	Combat Medic (Med. Center)	-4997, -2485
14	Combat Medic (Med. Center)	-4963, -2454
15	Dancer (Guild Hall H)	-5642, -2608
16	Dancer (Cantina)	-5238, -2555
17	Doctor (Medical Center)	-4993, -2500
18	Doctor	-5002, -2459
19	Doctor (Medical Center)	-4960, -2468
20	Droid Engineer (Guild Hall G)	-5535, -2669
21	Entertainer (Guild Hall H)	-5661, -2600
22	Entertainer (Cantina)	-5207, -2535
23	Entertainer	-5062, -2291
24	Image Designer (Guild Hall H)	-5661, -2649
25	Image Designer	-5514, -2637
26	Marksman (Guild Hall F)	-5463, -2755
27	Marksman	-5249, -2306
28	Marksman	-5041, -2324
29	Medic (Medical Center)	-4989, -2491

30	Medic	-5014, -2471
31	Medic (Medical Center)	-4971, -2467
32	Medic	-5027, -2311
33	Merchant (Guild Hall G)	-5516, -2691
34	Musician (Guild Hall H)	-5642, -2598
35	Musician (Cantina)	-5223, -2523
36	Musician	-5067, -2296
37	Pistoleer	-5221, -2489
38	Rifleman	-5233, -2489
39	Scout (Guild Hall F)	-5474, -2738
40	Scout	-5059, -2310
41	Weaponsmith (Guild Hall G)	-5530, -2676
42	Weaponsmith	-5106, -2324
R1	Corellia Rebel Pilot 1	-5177, -2282
R2	Corellia Rebel Pilot 2	-5243, -2505

D	Garage	-5570, -2582
E	Guild Hall E	-5417, -2724
F	Guild Hall F	-5463, -2724
G	Guild Hall G	-5503, -2679
H	Guild Hall H	-5642, -2656
	(Stage Door / Front Door)	-5571, -2629
I	Hotel	-5516, -2598
J	Hotel	-5169, -2539
K	Medical Center (Door 1 /	-5005, -2476 /
	Door 2 /	-4975, -2504 /
	Door 3 /	-4951, -2482 /
	Door 4)	-4980, -2454
L	Shuttle Port	-5603, -2790
M	Shuttle Port	-5005, -2381
N	Starport	-5031, -2287

MAP	BUILDINGS	COORDS
A	Bank	-5110, -2387
B	Cantina (Door 1 / Door 2)	-5201, -2571 / -5285, -2522
C	Cloning Facility	-5669, -2698





RORI

A moon of Naboo, Rori is an overgrown, wild world dominated by oppressive gray skies, thick jungles, and thick swamps. It supports only two small colonies, which are separated by a giant, reed-infested bog.

Rori was officially colonized about two thousand years before the Battle of Naboo, during the short-lived reign of King Narmle, a restless explorer who spent most of time visiting distant worlds in search of new vistas. The Naboo Royal Advisory Council soon suggested that Narmle relinquish the throne and become an ambassador. Before leaving office as King, however, Narmle personally planned the construction of a small settlement on Rori. He envisioned that Rori would one day become an active agricultural hub, supplying food and medicines to other neighboring planets. Unfortunately, Rori attracted few settlers. Frustrated, Narmle left Rori and vanished into the Outer Rim forever.

In the centuries since Narmle's disappearance, Rori's population has grown only slightly. During an outbreak of brainworm rot some two hundred years before the Battle of Naboo, the Advisory Council commissioned the construction of a second space port on Rori; this city, known as Restuss, was used for decades as a quarantined processing center for colonists traveling to Naboo. Although both Restuss and Narmle were built by Naboo architects, most of the moon's current colonists have been drawn from other, less hospitable worlds, including Iridonia and Ryloth. The Gungans, who colonized the Naboo moon of Ohma-D'un, have also established small outposts on Rori.

Rori does receive regular supplies from Naboo and travel between the moon and its parent planet is routine. Members of the Naboo Royal Security Forces are sta-

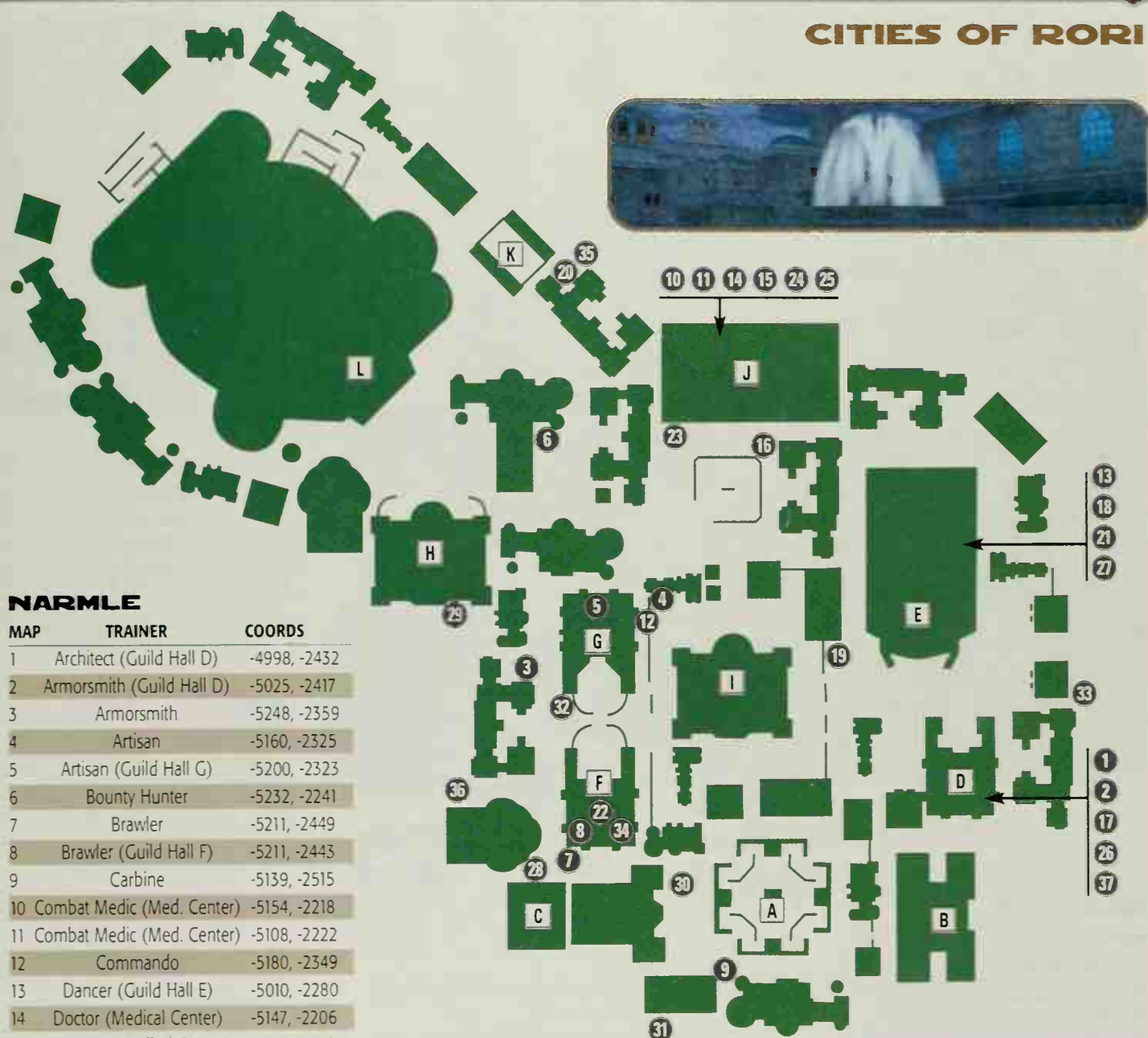


tioned in both Restuss and Narmle, and Rori's governor sits on the Naboo Royal Advisory Council. The Empire also views Rori as little more than a small Naboo outpost and expects all of the moon's inhabitants to remain loyal to Emperor Palpatine. In reality, Rori's denizens are far more independent than the "planetary" Naboo and it is believed that the moon harbors some Rebels.

RORI POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Borgle Bat Cave	902, -4933
Gungan Swamp Town	-1986, 3339
Cobral Hideout	5464, 5045
Garyn Raider's Bunker	-6004, -1851
Giant Bark Mite Cave	3584, 5419
Imperial Hyperdrive Research Facility (Faction Bunker)	-1070, 4542
Imperial Encampment (Faction Bunker)	-5651, -5660
Kobala Spice Mine	7304, 63
Poacher vs. Animal Battle	773, -2109
Pygmy Torton Cave	-1814, -4533
Rebel Base (Faction Bunker)	-5356, 5043
Rebel Outpost	3669, -6586
Tatooine Rebel Pilot 4 Trainer	3694, -6457
Swamp Town	-1986, 3339

CITIES OF RORI



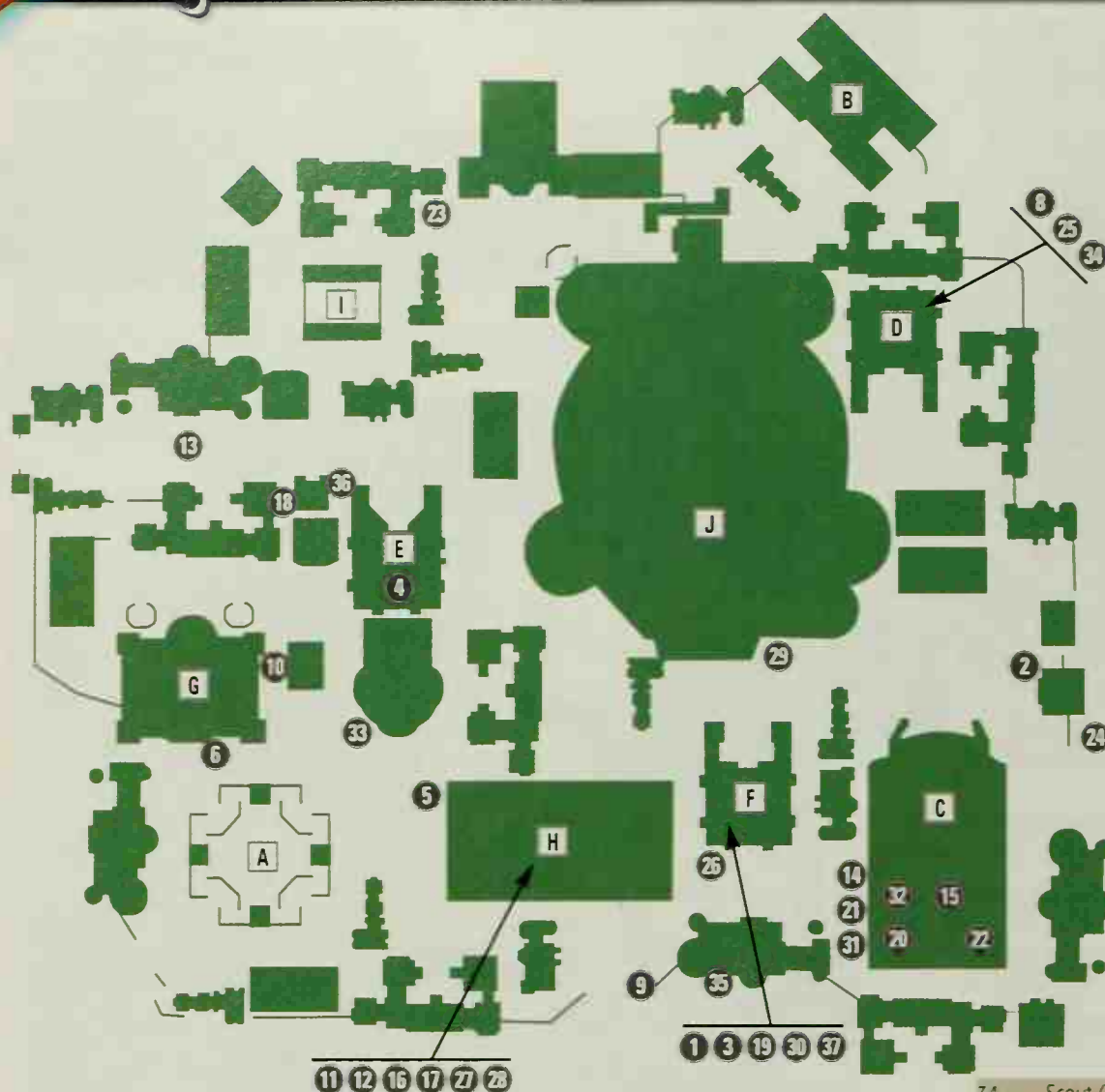
NARMLE

MAP	TRAINER	COORDS
1	Architect (Guild Hall D)	-4998, -2432
2	Armorsmith (Guild Hall D)	-5025, -2417
3	Armorsmith	-5248, -2359
4	Artisan	-5160, -2325
5	Artisan (Guild Hall G)	-5200, -2323
6	Bounty Hunter	-5232, -2241
7	Brawler	-5211, -2449
8	Brawler (Guild Hall F)	-5211, -2443
9	Carbine	-5139, -2515
10	Combat Medic (Med. Center)	-5154, -2218
11	Combat Medic (Med. Center)	-5108, -2222
12	Commando	-5180, -2349
13	Dancer (Guild Hall E)	-5010, -2280
14	Doctor (Medical Center)	-5147, -2206
15	2 Doctor (Medical Center)	-5101, -2208
16	Doctor	-5104, -2249
17	Droid Engineer (Guild Hall D)	-5021, -2432
18	Entertainer (Guild Hall E)	-5002, -2261
19	Entertainer	-5078, -2354
20	Fencer	-5219, -2164
21	Image Designer (Guild Hall E)	-5050, -2262
22	Marksman (Guild Hall F)	-5200, -2444
23	Medic	-5154, -2238
24	2 Medic (Medical Center)	-5140, -2217
25	Medic (Medical Center)	-5109, -2212
26	Merchant (Guild Hall D)	-4998, -2412
27	Musician (Guild Hall E)	-5000, -2280
28	Pistoleer	-5241, -2455

29	Pikeman	-5277, -2325
30	2 Politician	-5165, -2461
31	Ranger	-5167, -2535
32	Rifleman	-5215, -2373
33	Scout	-4952, -2374
34	Scout (Guild Hall F)	-5211, -2925
35	Swordsman	-5214, -2167
36	Weaponsmith	-5274, -2424
37	Weaponsmith (Guild Hall D)	-5013, -2426

MAP	BUILDINGS	COORDS
A	Bank	-5086, -2452
B	Cloning Facility	-5002, -2482
C	Garage	-5231, -2494

D	Guild Hall D	-5011, -2398
E	Guild Hall E	-5056, -2281 / (Stage Door / Front Door) -5030, -2354
F	Guild Hall F	-5200, -2411
G	Guild Hall G	-5200, -2357
H	Hotel	-5286, -2270
I	Hotel	-5129, -2339
J	Medical Center (Door 1 /	-5142, -2238 /
	Door 2 /	-5109, -2232 /
	Door 3 /	-5142, -2193 /
	Door 4)	-5109, -2193
K	Shuttle Port	-5250, -2158
L	Support	-5312, -2219



RESTUSS

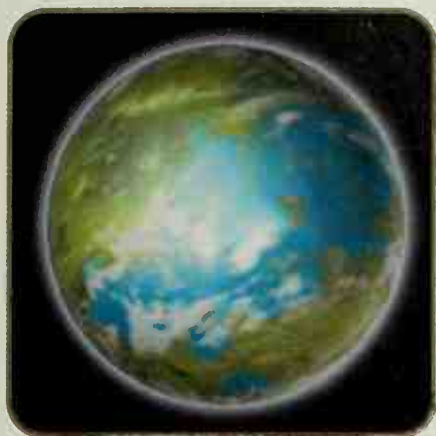
MAP	TRAINER	COORDS
1	Architect (Guild Hall F)	5397, 5593
2	Architect	5511, 5663
3	Armorsmith (Guild Hall F)	5370, 5608
4	Artisan (Guild Hall E)	5237, 5687
5	Artisan	5256, 5600
6	Bio-engineer	5163, 5627
7	Bio-engineer	5351, 5484
8	Brawler (Guild Hall D)	5457, 5814
9	Brawler	5335, 5530
10	Chef	5181, 5668
11	Combat Medic (Med. Center)	5315, 5581
12	Combat Medic (Med. Center)	5270, 5585
13	Creature Handler	5134, 5749
14	Dancer	5437, 5564
15	Dancer (Guild Hall C)	5448, 5560
16	Doctor (Medical Center)	5323, 5595
17	2 Doctor (Medical Center)	5277, 5597

7 (outside the walls)

18	Droid Engineer	5186, 5720
19	Droid Engineer (Guild Hall F)	5374, 5593
20	Entertainer (Guild Hall C)	5440, 5540
21	Entertainer	5433, 5558
22	Image Designer (Guild Hall C)	5489, 5542
23	Image Designer	5255, 5850
24	Marksman	5528, 5641
25	Marksman (Guild Hall D)	5446, 5815
26	Medic	5373, 5588
27	Medic (Medical Center)	5284, 5587
28	2 Medic (Medical Center)	5315, 5592
29	Merchant	5389, 5672
30	Merchant (Guild Hall F)	5397, 5613
31	Musician	5432, 5569
32	Musician (Guild Hall C)	5438, 5560
33	2 Politician	5229, 5633

34	Scout (Guild Hall D)	5458, 5796
35	Scout	5371, 5539
36	Tailoring	5209, 5729
37	Weaponsmith (Guild Hall F)	5382, 5599

MAP	BUILDINGS	COORDS
A	Bank	5196, 5584
B	Cloning Facility	5412, 5881
C	Guild Hall C	5466, 5628
	(Stage Door / Front Door)	5494, 5561
D	Guild Hall D	5445, 5782
E	Guild Hall E	5237, 5722
F	Guild Hall F	5385, 5626
G	Hotel	5150, 5683
H	Medical Center (Door 1 /	5314, 5613 /
	Door 2 /	5314, 5573 /
	Door 3 /	5281, 5573 /
	Door 4)	5281, 5613
I	Shuttle Port	5213, 5796
J	Starport	5364, 5666



TALUS

One of the five habitable planets in the Corellian system, Talus is a temperate world similar to Corellia. It has a wide range of terrain, including forests, grass plains, and mud flats. The planet is inhabited by three sentient species: humans, the stocky Drall, and the sleek Selonians. Although all three species generally co-exist peacefully, they have a history of political conflict marked by sporadic violence.

Talus is the same size as its sister planet, Tralus. Both orbit a common center of gravity, and are together known as the Double Worlds. Both Talus and Tralus are governed by the elected Federation of the Double Worlds, or Fed-Dub.

Like Corellia, Talus remained neutral in the early days of the Galactic Civil War. The Empire monitors Talus for Rebel activity, but allows Fed-Dub to operate independently and has yet to interfere with any of the planet's major corporations. Although less renowned than Corellia, the planet has a vibrant economy that revolves around starship manufacturing.

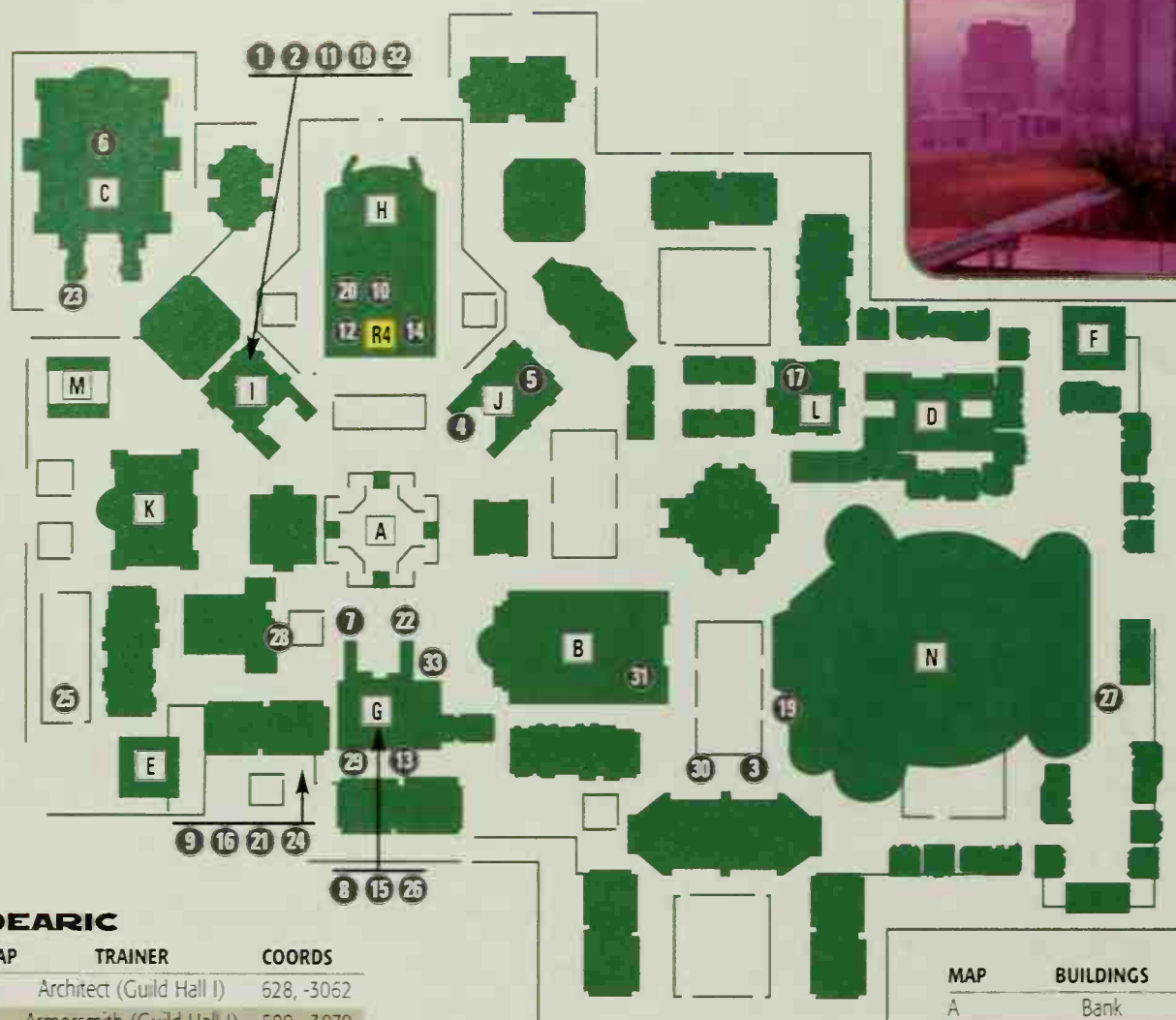
Talus holds many mysteries for explorers. It is rumored that a planetary repulsor is located beneath the world's surface. This device may have been used eons before the Battle of Yavin, presumably to move Talus from an unknown location into its current orbit.



TALUS POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Aakuan Champion's Cave	5939, 4562
Berserk Khamurra Bio-Lab	-4816, -4752
Binyare Pirate Bunker	5526, -4073
Corsec vs. Flail	2938, 6004
Creature Village	4174, 1162
Erran Sif	2145, -5576
Giant Decay Mite Cave	-5505, -4680
Giant Flynock Cave	1508, -858
Imperial Detainment Center (Faction Bunker)	4963, -5977
Imperial Outpost	-2193, 2494
Corellia Imperial Pilot 1 Trainer	-2183, 2264
Imperial vs Rebel Static Battle	-2595, 3724
Lost Aqualish War Party Cave	-4268, -1432
Rebel Weapons Depot (Faction Bunker)	-4899, -3137

CITIES OF TALUS

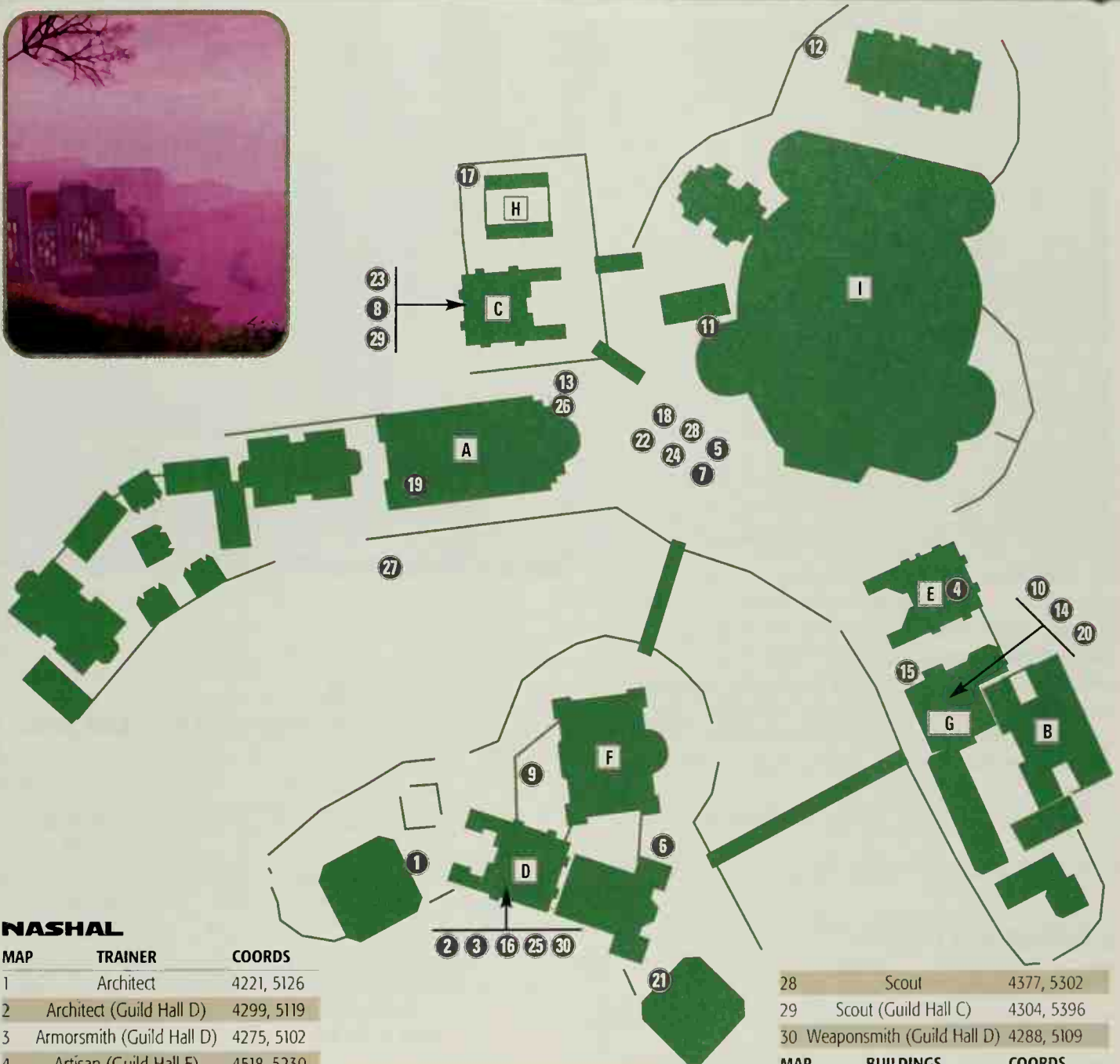


DEARIC

MAP	TRAINER	COORDS
1	Architect (Guild Hall I)	628, -3062
2	Armorsmith (Guild Hall I)	599, -3070
3	Armorsmith	351, -2876
4	Artisan	500, -3043
5	Artisan (Guild Hall J)	459, -3070
6	Artisan (Capitol)	681, -3200
7	Brawler	549, -2934
8	Brawler (Guild Hall G)	551, -2886
9	Carbine	583, -2873
10	Dancer (Guild Hall H)	558, -3094
11	Droid Engineer (Guild Hall I)	612, -3078
12	Entertainer (Guild Hall H)	566, -3074
13	Fencer	548, -2865
14	Image Designer (Guild Hall H)	518, -3076
15	Marksman (Guild Hall G)	540, -2885
16	Marksman	586, -2873
17	Medic (Medical Center)	317, -3054
18	Merchant (Guild Hall I)	614, -3047

19	Merchant	331, -2914
20	Musician (Guild Hall H)	568, -3094
21	Pistoleer	583, -2871
22	Pikeman	522, -2934
23	2 Politician	698, -3110
24	Rifleman	587, -2870
25	Scout	700, -2911
26	Scout (Guild Hall G)	552, -2904
27	Smuggler	168, -2893
28	Squad Leader	588, -2934
29	Swordsman	552, -2865
30	Tailoring	369, -2877
31	Teräs Käsi (Cantina)	418, -2906
32	Weaponsmith (Guild Hall I)	613, -3068
33	Weaponsmith	516, -2912
R4	Naboo Rebel Pilot 4	540, -3150

MAP	BUILDINGS	COORDS
A	Bank	538, -2985
B	Cantina (Door 1 / Door 2)	490, -2936 / 389, -2945
C	Capitol	684, -3139
D	Cloning Facility	254, -3070
E	Garage	675, -2867
F	Garage	185, -3087
G	Guild Hall G	540, -2916
H	Guild Hall H	512, -3095 / (Stage Door / Front Door) 540, -3161
I	Guild Hall I	597, -3047
J	Guild Hall J	482, -3046
K	Hotel	692, -3000
L	Medical Center (Door 1 / Door 2)	342, -3055 / 295, -3055
M	Shuttle Port	700, -3046
N	Starport	324, -2928



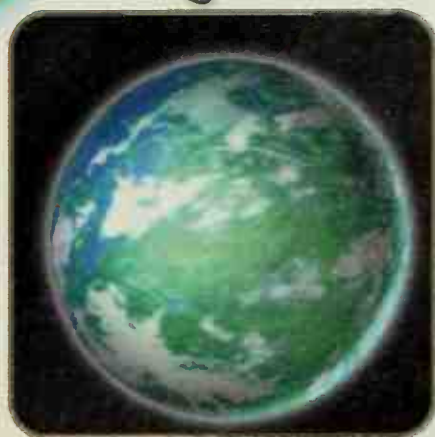
NASHAL

MAP	TRAINER	COORDS
1	Architect	4221, 5126
2	Architect (Guild Hall D)	4299, 5119
3	Armorsmith (Guild Hall D)	4275, 5102
4	Artisan (Guild Hall E)	4518, 5230
5	Artisan	4410, 5309
6	Bio-Engineering	4341, 5113
7	Brawler	4409, 5287
8	Brawler (Guild Hall C)	4286, 5395
9	Chef	4283, 5172
10	Combat Medic (Med. Center)	4505, 5169
11	Combat Medic	4398, 5364
12	Creature Handler	4467, 5482
13	Dancer	4338, 5339
14	Doctor (Medical Center)	4503, 5163
15	Doctor	4490, 5182

16	Droid Engineer (Guild Hall D)	4290, 5100
17	Droid Engineer	4290, 5451
18	Entertainer	4366, 5320
19	Entertainer (Cantina)	4309, 5327
20	Fencer	4509, 5159
21	Image Designer	4346, 5054
22	Marksman	4366, 5294
23	Marksman (Guild Hall C)	4285, 5384
24	Medic	4397, 5280
25	Merchant (Guild Hall D)	4281, 5129
26	Musician	4335, 5326
27	Ranger	4234, 5262

28	Scout	4377, 5302
29	Scout (Guild Hall C)	4304, 5396
30	Weaponsmith (Guild Hall D)	4288, 5109

MAP	BUILDINGS	COORDS
A	Cantina (Door 1 / Door 2)	4335, 5311 / 4234, 5301
B	Cloning Facility	4529, 5139
C	Guild Hall C	4319, 5384
D	Guild Hall D	4264, 5125
E	Guild Hall E	4486, 5219
F	Hotel	4359, 5165
G	Medical Center (Door 1 / Door 2)	4496, 5188 / 4509, 5148
H	Shuttle Port	4329, 5430
I	Starport	4452, 5285



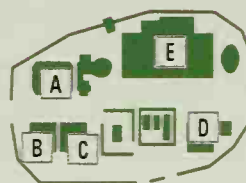
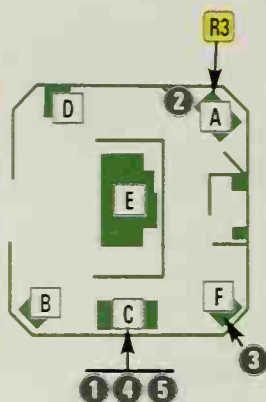
YAVIN 4

Yavin 4 is a jungle moon orbiting the gas giant planet of Yavin. An Imperial presence, established after the Battle of Yavin, makes traveling to the planet difficult and dangerous.

In *Star Wars Galaxies*, the moon remains a hotbed of conflict between the Empire and the Rebels. Battles for control of Yavin 4 are a central part of the ongoing Galactic Civil War, as is the exploration of its abandoned temples. The adventurous will encounter a variety of creatures. The Massassi, the original inhabitants of Yavin 4, have long since disappeared, but rumors persist of survivors in the jungles....

LABOR OUTPOST

MAP	TRAINER	COORDS
1	Brawler (Hotel)	-6921, -5761
2	Entertainer	-6901, -5654
3	Marksman (Tower upstairs)	-6879, -5760
4	2 Rifleman (Hotel)	-6938, -5760
5	Teras Käsi (Hotel)	-6928, -5768
R3	Corellia Rebel Pilot 3	-6896, -5668
MAP	BUILDINGS	COORDS
A	Cantina	-6896, -5663
B	Cloning Facility	-6973, -5757
C	Hotel (Door 1 / Door 2)	-6924, -5757 / -6942, -5758
D	Medical Center	-6966, -5666
E	Starport	-6927, -5709
F	Tower	-6886, -5756

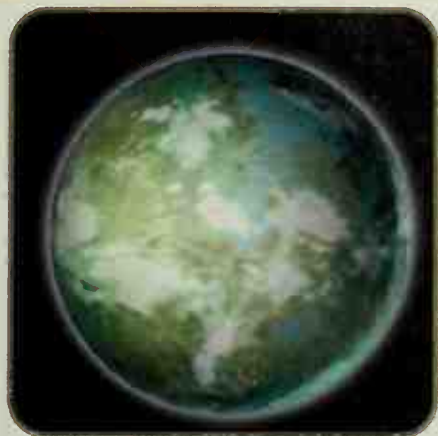


YAVIN 4 POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Woolamander's Palace	467, -693
Blueleaf Temple	-976, -2039
Imperial Base	4064, -6195
Tatooine Imperial Pilot 2 Trainer	3997, -6195
Corellia Imperial Pilot 2 Trainer	4030, -6215
Tatooine Imperial Pilot 3 Trainer	4064, -6195
Corellia Imperial Pilot 3 Trainer	4064, -6195
Death Star Salvage Site	
Tatooine Rebel Pilot 2 Trainer	5852, -337
Temple of Exar Kun	5163, 5539

MINING OUTPOST

MAP	BUILDINGS	COORDS
A	Cantina	-355, 4861
B	Cloning Facility	-353, 4847
C	Hotel	-336, 4847
D	Medical Center	-276, 4843
E	Starport	-273, 4896



ENDOR

Star Wars Galaxies gameplay occurs on the forest moon of Endor, as opposed to the gas giant planet that's also named Endor. The Endor "System" is located at the edge of the Moddell Sector. Prominently featured in *Star Wars: Return of the Jedi*, the forest moon of Endor has great significance in the *Star Wars* saga as the site of the Battle of Endor. The battle is fought to abort the secret construction of the Empire's second Death Star battle station. **Star Wars Galaxies** takes place during the Galactic Civil War, before the Battle of Endor. The threat of a second Death Star looms as the Empire pushes forward with construction of another of these deadly weapons.

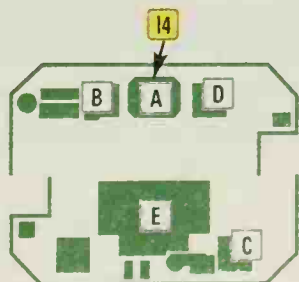
Endor's terrain incorporates the Ewoks' treetop villages, the Gorax caves, and other wilderness areas. There are no cities or urban regions of commerce on Endor and there are no opportunities for new residents to build homes or establish settlements. However, Endor offers great chances to develop interesting trade relations with some of its inhabitants, including Ewok tribes and cunning Marauders, if their trust can be earned.

RESEARCH OUTPOST

MAP	TRAINER	COORDS
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I4	Tatooine Imperial Pilot 4	3223, -3442
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MAP	BUILDINGS	COORDS
A	Cantina	3215, -3450
B	Cloning Facility	3199, -3449
C	Hotel	3255, -3495
D	Medical Center	3245, -3450
E	Starport	3209, -3499

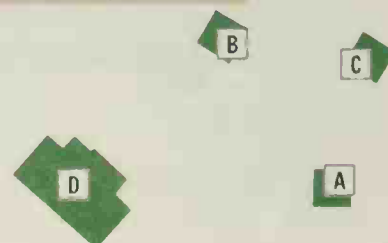


ENDOR POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Ewok Tree Village 1	6, -5
Ewok Tree Village 2	4661, -2425
Ewok Lake Village 1	1578, -3271
Ewok Lake Village 2	-605, -4940
Dulok Village 1	5921, -2514
Dulok Village 2	-1287, 2904
Marauder Base	-4838, -2339

SMUGGLER'S OUTPOST

MAP	BUILDINGS	COORDS
A	Cantina	-871, 1565
B	Cloning Facility	-905, 1613
C	Medical Center	-854, 1601
D	Starport	-955, 1557





LOK

One of the first planets in the Karthakk system to be colonized, the harsh world of Lok was originally home to outlaws, who saw the world as a potential staging ground for raids into the Mid Rim. Over time, Lok became known as a "pirate world," where anarchy and violence were the only constants.

Jagged mountain ranges, long expanses of baked desert, and desolate flats are typical environments on Lok. The presence of pirates and others is evident in the shipwrecks, burned-out bases, abandoned settlements, and destroyed vehicles that litter the planet.

Before the Battle of Naboo, one of the most prominent leaders on Lok was a Feeorin pirate named Nym. The hardy alien—who has only become more formidable with age—spent many years battling the Trade Federation. He is now a local crime lord. It is also rumored that he is very sympathetic to the Rebellion....

Players who visit Lok can expect to encounter a wide range of threats, from marauding pirates to the local wildlife, most of which is decidedly dangerous. However, those who prove themselves to Nym will gain access to a number of lucrative and exciting missions.



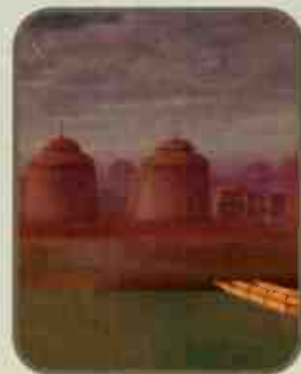
LOK POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Mount Explosallot	3091, -4638
Imperial Outpost	-1785, -3087
Kimogila Skeleton	4572, -1114

NYM'S STRONGHOLD

TRAINER	COORDINATES
Combat Medic (Medical Center)	583, 5101
Combat Medic (Medical Center)	598, 5144
Doctor (Medical Center)	573, 5110
Doctor (Medical Center)	586, 5155
Medic (Medical Center)	585, 5114
Medic (Medical Center)	588, 5145
Tatooine Imperial Pilot 2	439, 4791
Tatooine Imperial Pilot 2	481, 4960
Corellia Rebel Pilot 2	475, 4790
Corellia Privateer Pilot 3	526, 5062
Corellia Rebel Pilot 4	420, 5107

BUILDINGS	COORDINATES
Bank	427, 5050
Cantina (Door 1 / Door 2)	541, 5091 / 470, 5022
Cloning Facility	211, 5138
Hotel	420, 5136
Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	559, 5118 / 599, 5109 / 606, 5141 / 569, 5149
Nym's Keep	471, 4827
Star Port	474, 5511





DATHOMIR

Dathomir is a low-gravity world located in the Quelii sector. The planet is inhabited by the Witches of Dathomir, a group of Force-sensitive women who ride fearsome rancors. These witches live in different clans that include a group of dark siders called the Nightsisters. The "Singing Mountain Clan" and the Nightsisters are at odds with one another—and with visitors who fail to show the proper respect. Visitors can align themselves with either side and benefit from trade with these powerful creatures.

Dathomir can be accessed only by special charter transports operated by skilled pilots. Its terrain is dangerous. Besides rancors, the witches are a constant threat on Dathomir.



DATHOMIR POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Crashed Ship	5669, 1833
Imperial Prison	-6091, 1010
Dathomir Sarlacc	-2091, 3177
Escape Pod	-4446, 596
Misty Falls	3566, 1560
Tarpit	651, -4888

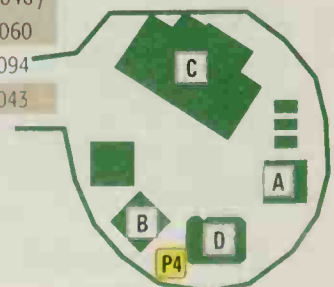
SCIENCE OUTPOST

MAP	TRAINER	COORDS
R3	Tatooine Rebel Pilot 3	-115, -1574
MAP	BUILDINGS	COORDS
A	Cantina	-112, -1585
B	Cloning Facility	-69, -1626
C	Hotel	-81, -1632
D	Medical Center	-61, -1617
E	Starport	-52, -1582



TRADE OUTPOST

MAP	TRAINER	COORDS
P4	Tatooine Privateer Pilot 4	603, 3036
MAP	BUILDINGS	COORDS
A	Cloning Facility	620, 3053
B	Hotel (Door 1 / Door 2)	582, 3046 / 575, 3060
C	Starport	613, 3094
D	Tavern	610, 3043





DANTOOINE

Dantooine is an isolated world dominated by sprawling grasslands and large oceans. Humanoid nomads, known as the Dantari, inhabit the planet.

Dantooine once served as the site of a small Jedi academy overseen by Master Vodo-Siosk Baas. A handful of colonists, who live in rustic family estates have spread across the planet. The planet has three small space ports to handle new arrivals.

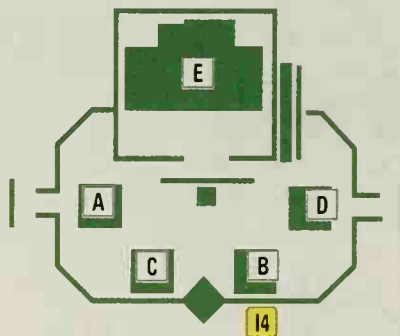
The Rebel Alliance's primary base was once here. The Rebels eventually discovered an Imperial tracking device aboard a cargo shipment to the base, and promptly evacuated the site in a single day. When Grand Moff Tarkin threatened to destroy Princess Leia's homeworld of Alderaan, she revealed that Dantooine was indeed a Rebel hideout, although she was aware that the Rebels had already abandoned the planet.

Since the destruction of the Death Star, the Empire has established a small outpost on Dantooine, if only to prevent the Rebels from returning. In addition, Dantooine is the central base of operation for a small band of smugglers known as the Gray Talon.

IMPERIAL OUTPOST

MAP	TRAINER	COORDS
I4	Corellia Imperial Pilot 4	-4207, -2430

MAP	BUILDINGS	COORDS
A	Bank	-4252, -2407
B	Cantina	-4207, -2421
C	Cloning Facility	-4242, -2422
D	Medical Center	-4197, -2408
E	Starport	-4215, -2350



DANTOOINE POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
"Abandoned" Rebel Base	-6858, 5725
Naboo Rebel Pilot 2 Trainer	-6827, 5539
Naboo Rebel Pilot 3 Trainer	-6827, 5539
Dantari Village 1	-3929, -5632
Dantari Village 2	-7144, -1053
Jedi Temple Ruins	4258, 5374

MINING OUTPOST

TRAINER	COORDS
Corellia Privateer Pilot 4	-587, 2489
BUILDINGS	COORDS
Cloning Facility	-640, 2449
Hotel	-613, 2480
Starport	-640, 2502
Tavern	-582, 2499

PIRATE OUTPOST

BUILDINGS	COORDS
Cloning Facility	1568, -6428
Hotel	-1626, -6366
Hotel	-1602, -6428
Starport	1575, -6416
Tavern	1581, -6368

COMPONENTS & CUSTOMIZING

Ready to set course for the Great Beyond, and travel far, far away? First you'll need a ship. And for those who care, not just any ship will do — you want one that you put together yourself. Of course, you don't always have to start from scratch; if you've been collecting an engine here, a reactor there, you may have enough to put a decent ship into space. This chapter lists the components that you can find, and gives their stats.

CRAFTING PARAMETERS

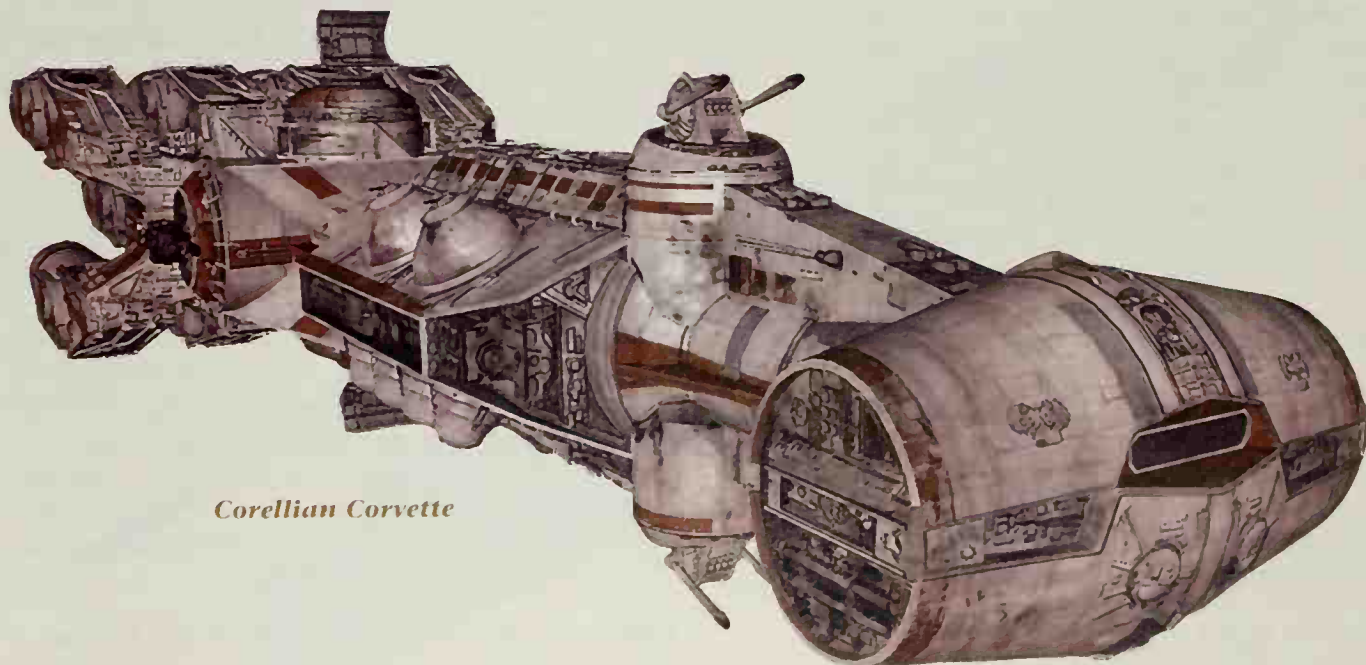
But first, let's talk limitations, the factors that keep you from building a Death Star your first day on the job. Your ship is a certain size, measured in **Mass Capacity**. Every component that you add into your ship takes **Mass**. You can't load more Mass onto your ship than its Capacity. So compare the Mass Capacity of your ship against the combined Mass of the components you are planning to use, to make sure your ship is big enough.

In addition, you can't use or craft a component for which you haven't been certified. (*Using a compo-*

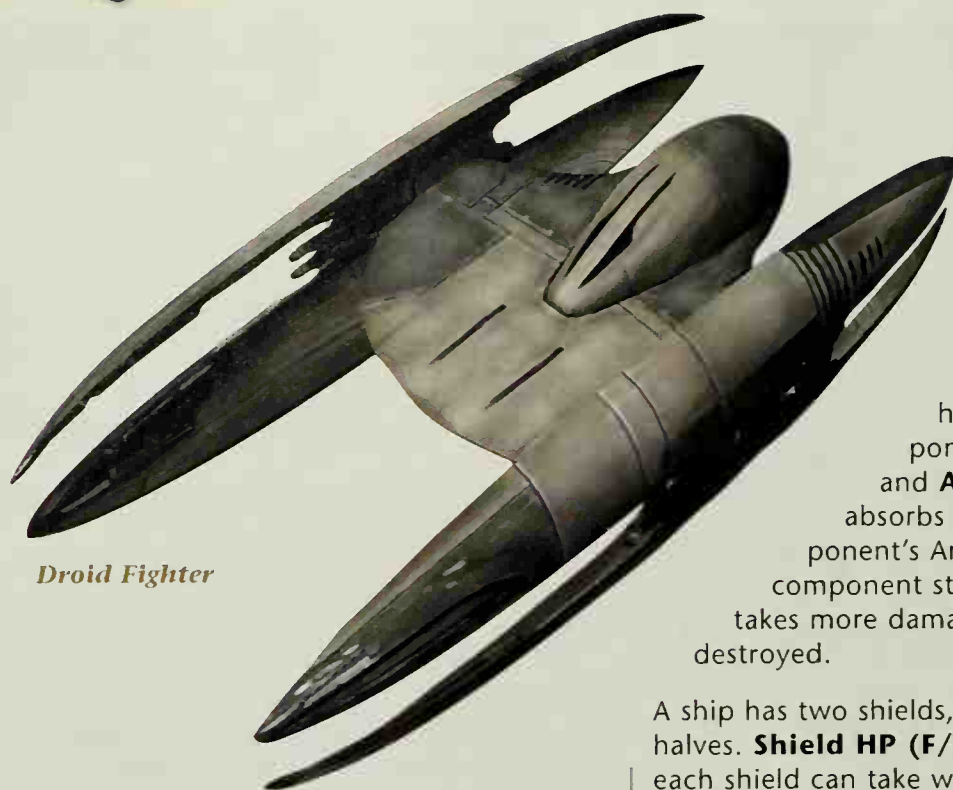
nent requires a Piloting certification; crafting a component requires a Shipwright certification.) Check the **Cert.** column for each component to make sure you have achieved the necessary rating to use it. Remember that there are four different certifications "tracks" for crafting:

<i>Spaceframe Engineering</i>	Frames	Armor
<i>Propulsion Technology</i>	Engines	Boosters
<i>Defense Systems</i>	Shields	Weapons
<i>Core Systems</i>	Reactors	Droid Interfaces
	Weapon	Capacitors

And finally, you've got to have the power to use each component. Your reactor has a **Reactor Generation Rate**. Every other component has an **Energy** rating. Just as your ship's Mass Capacity caps the Mass you can handle, your Energy Gen. must be at least as high as the combined Energy ratings of your other components. You can't exceed the Energy Generation of your reactor, but you can rearrange your energy priorities while in flight, especially if your reactor has taken damage.



Corellian Corvette



Droid Fighter

Ranges. You'll notice that nearly every entry in these tables lists a range of values, rather than a single number. There are several variables involved in crafting any component. The higher these variables, the better your final component. These factors include the skill of the person who crafted the component, the value of the resources included, the value of the subcomponents, and just a small bit of luck.

The final value in nearly every case is determined when the component is crafted. The only partial exception is a weapon's damage — it will vary (within a relatively small range) from shot to shot.

HIT POINTS & DAMAGE

A weapon can inflict a certain amount of damage (listed under **Damage**). The first thing it can hit is a ship's shield (front or back). The weapon's **Versus Shield** value determines how much damage is done to the shields. The higher the Versus Shield value, the better for the attacker.

Once the shield is eliminated, the shot hits armor. As before, the weapon's **Versus Armor** value

determines how much of the shot's power is absorbed by armor. The damage that is not absorbed is deducted from the Armor's HP.

And once a shot has penetrated into a target ship, it hits a component. Each component has both **HP** (hit points) and **Armor HP**. The Armor HP absorbs damage first. If all of a component's Armor HP is destroyed, the component starts taking damage. When it takes more damage than it has HP, it is destroyed.

A ship has two shields, protecting its front and rear halves. **Shield HP (F/R)** lists how much damage each shield can take without recharging. A shield's HP and Armor HP describe the protection you have for the shield-generating component itself.

When a component's Armor HP is gone and it starts taking damage (losing HP), it starts deteriorating. Boosters give less boost and take longer to recharge, shields are weaker, and so forth.

Let's look at an example. Start with a weapon that gives 1500 damage, with 60% Versus Shield and 20% Versus Armor. (No, there isn't really a weapon that does exactly that.) Your weapon hits your target ship's shield first. 60% of the shot (60% of 1500 = 900) hits the shield. The shield immediately begins recharging; at 20 HP per second, it'll take 45 seconds to completely recharge, assuming it doesn't get hit again.

Once the shield has been eliminated (temporarily, until recharged) 20% of a 1500-point is absorbed by the armor (20% of 1500 = 300). The armor takes the remaining 1200 points of damage. If the armor's HP are destroyed, the rest of the shot penetrates the ship to hit a component. This reduces a component's Armor HP, then starts damaging the component itself.

Meanwhile, the weapon requires energy for the shot, energy that is stored in the weapons capacitor.

That much energy is drained from the weapons capacitor, which immediately starts recharging energy so that its weapons can fire as rapidly as possible.

Your weapons burn energy with each shot (Capacitor Energy Per Shot; **Energy/Shot** in the tables). Refire Rate (**Refire Delay** in the tables) lists how long you must wait between shots, in seconds.

CHARGING & RECHARGING

Boosters and weapons capacitors can **Charge** and **Recharge**. (In game, these are Booster Energy and Booster Recharge Rate.) Charge lists how many total points of energy they can store for rapid firing or movement. Recharge lists how much energy they can regain per second. Triggering a booster increases your acceleration and speed capacity by the amount listed — add these to your engine's base acceleration and speed while the booster is firing. Its Booster Energy Consumption Rate (**Burn Rate** in the tables) is how much stored energy it expends each second of use.

Shields also charge and recharge, but their charge is stored as shield power. A shield's recharge (in energy points per second) powers its shield capacity back up.

SHIP FRAMES (CHASSIS)

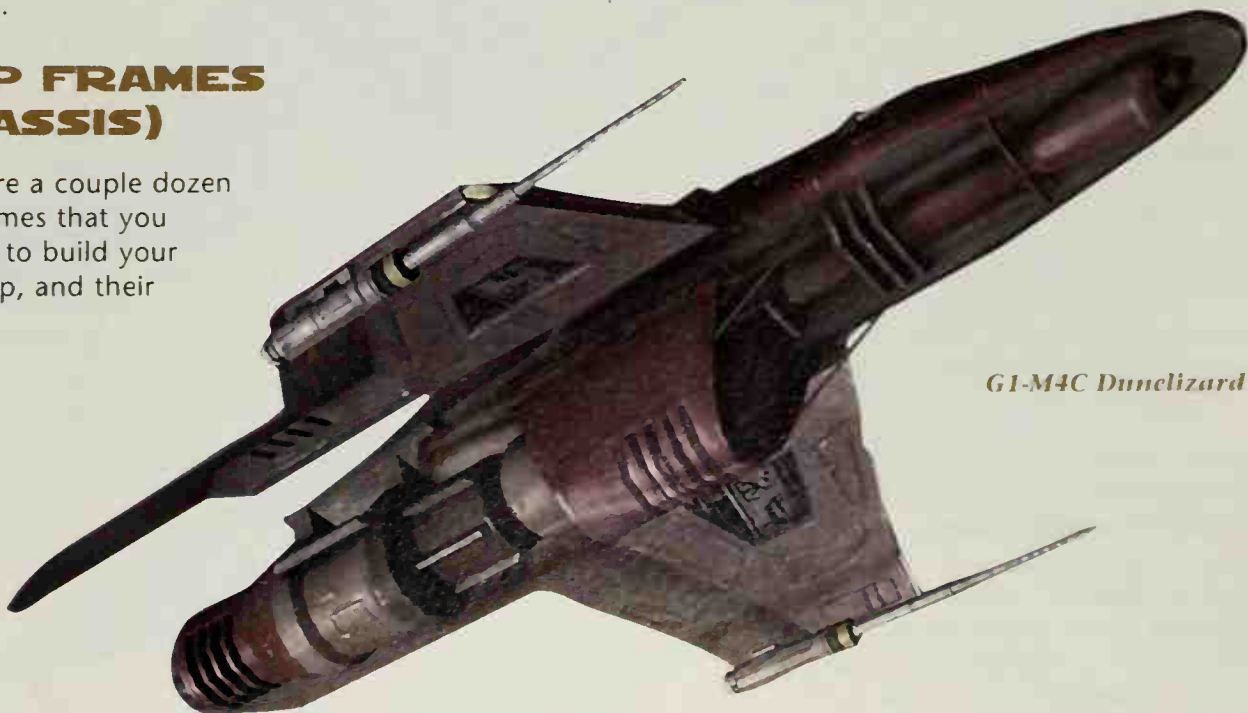
There are a couple dozen ship frames that you can use to build your own ship, and their

NOTE

Note that booster and capacitor energy and your reactor's energy are not the same thing. A reactor generates a steady flow of energy that powers all your components. A booster or capacitor stores energy and only supplies it when you need to move quickly or fire a weapon. (This limits your ability to either run or fight — each second of boosted movement and each shot you fire drains energy that must be recharged.)

stats are included here. **HP** describes structural integrity that protects your ship, in addition to whatever armor you apply. **Mass Capacity** is described above, in **Crafting Parameters**. Both HP and Mass Capacity vary depending on how well crafted the frame is; the values listed here are just about the maximum possible.

The remaining columns list how many **Blasters** and **Missile Bays** you can install on each frame (subject to the other parameters listed in **Crafting Parameters**), plus ratings for **Handling**, **Armament** and **Defense**. The higher the Handling rate, the better that frame handles maneuvers; the other columns list relative ratings for these aspects of your ship.



G1-M4C DuneLizard

M3-A Scyk 01



A component's **Certification** level is compared with the Certification you've received for that component. If your Certification isn't as high or higher, then you can't use the component.

OTHER ENTRIES

Most of the table entries are self-explanatory. Let's take a quick pass here to make sure you know what each of the rest means.

The **Command Speed** for a Droid Interface determines how quickly you can communicate with your droid. The higher the number, the better.

An engine's Pitch/Yaw/Roll (**P/Y/R**) lists how quickly (in degrees per second) it can turn around and perform other maneuvers. Lifting or lowering your ship's nose is pitch; yaw is turning to one side or the other; and roll is ... performing a roll. For a few engines, their yaw is about 5% better than their pitch or roll; those ships are indicated with "+" immediately after the ship's name.

The Loot column for each component lists where you might hope to collect it. Enemy craft are categorized as **Imperial**, **Privateer** and **Rebel**. (When further abbreviation is needed, **Imperial**,

Privateer and **Rebel** are indicated by their first letters.) The enemy's level is defined by Tiers — **Tier 1** is low, **Tier 4** is high, and **Master** is one step higher. Some of the components listed here can only be found in special circumstances. Those components have "***" in the Loot column.

REVERSE ENGINEERING

At some point, you may decide you need something better than what you're picking up as Loot. At that point, you can try **reverse engineering**. Just as you can't use a component for which you aren't certified, you also can't reverse engineer a component unless you have a certification at least as high as the component's certification level.

To reverse engineer a type of component, you must collect as many of that component as its certification level. You can't mix and match — if you're going to reverse engineer a new booster, every booster you collect for the attempt must share a single certification level. For example, if you're going to reverse engineer Level 5 boosters, you must have five Level 5 boosters. (And you know those five boosters will be destroyed in your experimentation, don't you?)

Successful reverse engineering results in the ability to create a new component, a booster in the case of our example.

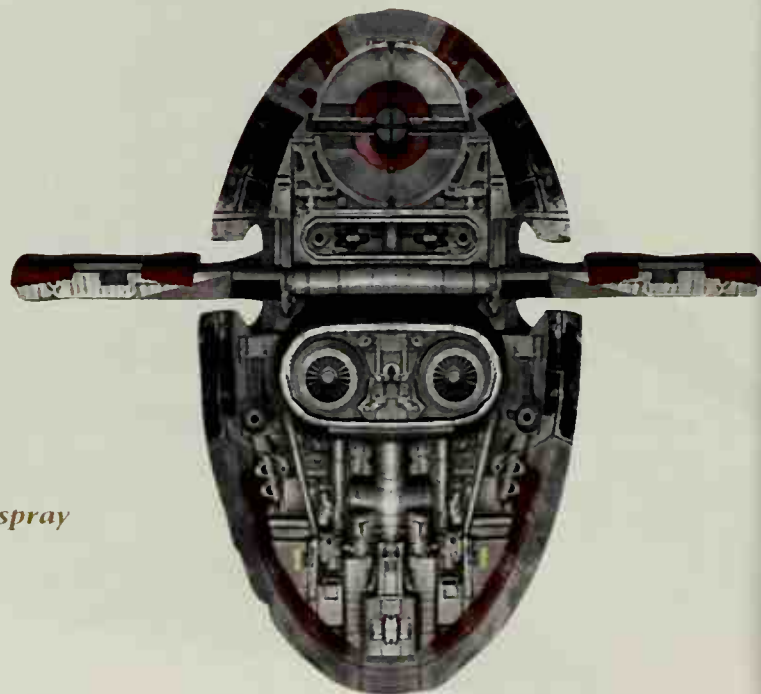
Your new booster has the best stats of all the boosters you reverse engineered — its charge will be the same as the highest charge of any of the five boosters, its recharge rate will be the same as the fastest recharge rate among the five, and so forth. In fact, all these stats will be slightly higher — at the lowest levels, you get about a 1% bonus beyond that, and the bonus works its way up to about 6% by the time you're a master shipwright.



M3-A Scyk 02

SHIP FRAMES (SHIP CHASSIS)

SHIP	HP	MASS CAPACITY	BLASTERS	MISSILE	HANDLING	ARMAMENT	DEFENSE
<i>Dunelizard Medium Fighter</i>	1750	5125	1	1	0.64	Light	Light
<i>TIE Light Duty Fighter</i>	1750	5125	1	1	0.68	Light	Light
<i>Z95 Headhunter</i>	1750	5125	1	1	0.55	Light	Light
<i>TIE Fighter</i>	1750	5625	1	1	0.64	Light	Light
<i>Dunelizard Fighter, Style 1</i>	2750	5625	2	1	0.58	Heavy	Moderate
<i>Y-Wing Fighter</i>	3500	5625	2	1	0.42	Heavy	High
<i>Kihroxx Light Fighter, Style 1</i>	1950	6125	1	1	0.62	Light	Light
<i>TIE/In Fighter</i>	2200	6125	1	1	0.66	Light	Moderate
<i>Y-Wing Longprobe</i>	3000	6125	2	2	0.42	Heavy	High
<i>Kimogila Fighter, Style 1</i>	3500	6125	3	1	0.48	Heavy	High
<i>Ixien Fast Attack Craft, Style 1</i>	2200	6625	2	1	0.56	Moderate	Moderate
<i>X-Wing Fighter</i>	2200	6625	3	1	0.58	Heavy	Moderate
<i>TIE Interceptor</i>	2250	6625	1	1	0.78	Light	Moderate
<i>TIE Bomber</i>	3500	6625	2	2	0.52	Heavy	High
<i>A-Wing Fighter</i>	2200	7125	1	1	0.76	Light	Moderate
<i>TIE Advanced</i>	2500	7125	2	1	0.62	Light	Moderate
<i>TIE Aggressor</i>	2600	7125	2	1	0.58	Heavy	Moderate
<i>Rihkxyrk Attack Ship, Style 1</i>	3600	7125	3	1	0.46	Heavy	High
<i>TIE Oppressor</i>	3500	7625	2	2	0.54	Heavy	High
<i>B-Wing Fighter</i>	4000	7625	4	2	0.44	Very Heavy	Very High
<i>VT-49 Decimator</i>	4200	8125	2	3	0.36	Very Heavy	Very High
<i>YKL-37R Nova Courier</i>	4200	8125	2	3	0.32	Very Heavy	Very High
<i>YT-1300 Transport</i>	4200	8125	2	2	0.34	Very Heavy	Very High
<i>KFS Firespray</i>	3500	10125	2	2	0.65	Heavy	High

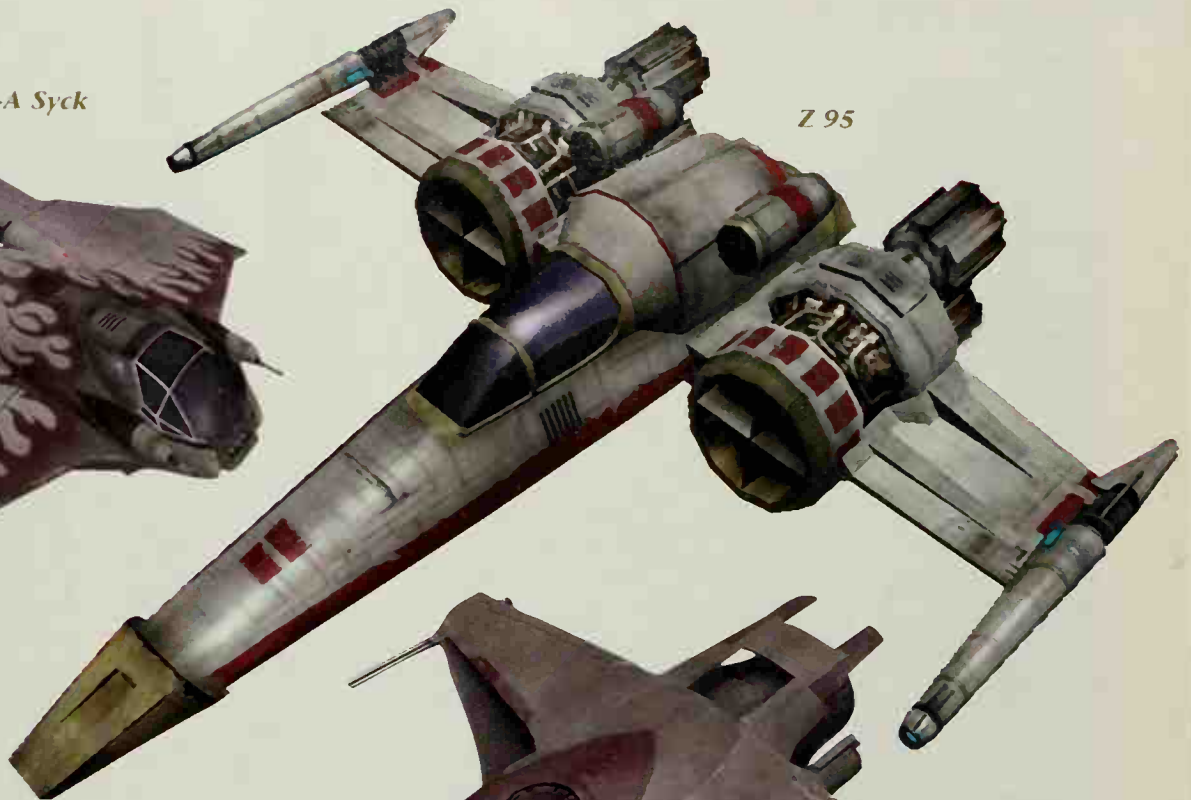


Firespray

M3-A Syck



Z 95



M12-L Kimogila



Dunelizards



REACTORS

REACTOR TYPE	REACTOR GEN. RATE	HP	ARMOR HP	MASS	CERT.	LOOT
<i>Cygnus Mark I Reactor</i>	7800-12200	150	71-79	210-390	1	Imp. Tier 1
<i>FreiTek Inc. Level 1 Reactor</i>	8400-12600	150	71-79	262-488	1	Reb. Tier 1
<i>Incom Mark 1 Reactor</i>	8000-12000	150	71-79	210-390	1	Reb. Tier 1
<i>Koensayr "Supernova" Reactor</i>	7600-11400	150	71-79	192-358	1	Priv. Tier 1
<i>Kuat Systems Engineering LX-11 Reactor</i>	8000-12000	150	71-79	210-390	1	I/P Tier 1
<i>MandalMotors DXR Reactor</i>	7800-12200	165	78-87	210-390	1	Priv. Tier 1
<i>Sienar Level 1 Reactor</i>	8000-12000	150	71-79	204-396	1	Imp. Tier 1
<i>Subpro Dyna-I Reactor</i>	7900-12100	150	70-80	207-393	1	P/R Tier 1
<i>Cygnus Tuned Mark I Reactor</i>	8000-12000	225	106-119	210-390	2	Imp. Tier 1/2
<i>FreiTek Inc. Performance Level 1 Reactor</i>	8000-12000	225	106-119	204-396	2	Reb. Tier 1/2
<i>Incom Improved Mark I Reactor</i>	8000-12000	248	117-130	210-390	2	Reb. Tier 1/2
<i>Koensayr Charger Supernova Reactor</i>	7800-12200	225	106-119	210-390	2	Priv. Tier 1
<i>Kuat Systems Engineering Custom LX-11 Reactor</i>	8400-12600	225	106-119	262-488	2	I/P Tier 1/2
<i>MandalMotors DXR-2 Reactor</i>	7600-11400	225	106-119	192-358	2	Priv. Tier 1
<i>Sienar Enhanced Level 1 Reactor</i>	8000-12000	203	94-109	210-390	2	Imp. Tier 1/2
<i>Subpro Special Dyna-II Reactor</i>	8000-12000	225	106-119	210-390	2	Priv. Tier 1
<i>Watto's "Sunray" Reactor</i>	7800-12200	248	117-130	210-390	2	Reb. Tier 1
<i>Cygnus Mark II Reactor</i>	8400-12600	311	144-167	227-433	3	Imp. Tier 2
<i>FreiTek Powerhouse Mark I Reactor</i>	8190-12810	380	180-200	231-429	3	Reb. Tier 2
<i>Incom Mark 2 Reactor</i>	8400-12600	380	180-200	231-429	3	Reb. Tier 2
<i>Koensayr Mark II Supernova Reactor</i>	8400-12600	345	163-182	224-436	3	P/R Tier 2
<i>Kuat Systems Engineering LX-21</i>	8800-13200	345	163-182	262-488	3	I/P Tier 2
<i>MandalMotors DXR-3 Reactor</i>	8190-12810	345	163-182	231-429	3	Priv. Tier 2
<i>Sienar Fleet Systems Imperial-1 Reactor</i>	8000-12000	345	162-183	213-397	3	Imp. Tier 2
<i>Sienar Level 2 Reactor</i>	8400-12600	311	144-167	231-429	3	Imp. Tier 2
<i>Slayn & Korpil "Vortex" Mk1 Reactor</i>	8400-12600	345	163-182	231-429	3	Reb. Tier 2
<i>SoroSuub Fusion Reactor 1</i>	8400-12600	380	178-202	236-429	3	P/R Tier 2
<i>Cygnus Supercharger Mark II Reactor</i>	8000-12000	518	243-275	213-397	4	Imp. Tier 2
<i>FreiTek Improved Mark I Powerhouse Reactor</i>	8800-13200	518	245-272	262-488	4	Reb. Tier 2
<i>Incom Custom Mark II Reactor</i>	8400-12600	466	216-250	227-433	4	Reb. Tier 2
<i>Koensayr Enhanced Mark II Supernova Reactor</i>	8400-12600	466	216-250	231-429	4	P/R Tier 2
<i>Kuat Systems Engineering RCT-X Reactor</i>	8400-12600	518	245-272	224-436	4	I/P Tier 2
<i>Sienar Fleet Systems Imperial-2 Reactor</i>	8190-12810	518	245-272	231-429	4	Imp. Tier 2
<i>SoroSuub Fusion Reactor 2</i>	8190-12810	569	270-299	231-429	4	Priv. Tier 2
<i>Watto's "Sunray" Mark III Reactor</i>	8400-12600	569	270-299	231-429	4	Priv. Tier 2
<i>FreiTek Powerhouse Mark II Reactor</i>	9652-13748	635	301-334	283-527	5	P/R Tier 3
<i>Incom Mark 3 Reactor</i>	9240-13160	698	331-367	266-494	5	P/R Tier 3
<i>Koensayr Supernova Mark III Reactor</i>	9240-13160	635	301-334	258-502	5	P/R Tier 3
<i>MandalMotors DXR-4 Reactor</i>	9128-13272	635	298-337	262-498	5	P/R Tier 2/3
<i>Rendili Type5 Reactor</i>	9016-13384	698	331-367	266-494	5	**
<i>Sienar Design Systems Imperial 1 Reactor</i>	8827-12573	635	301-334	266-494	5	Imp. Tier 3
<i>Sienar Fleet Systems Imperial-3 Reactor</i>	9240-13160	635	301-334	266-494	5	Imp. Tier 3
<i>Sienar Level 3 Reactor</i>	9240-13160	571	265-306	266-494	5	Imp. Tier 3
<i>Slayn & Korpil "Hypertron 2000" Reactor</i>	9240-13160	635	301-334	266-494	5	P/R Tier 3
<i>SoroSuub Fusion Reactor 3</i>	9016-13384	635	301-334	266-494	5	P/R Tier 3
<i>(Unknown) Distressed Aluminum Reactor</i>	9240-13160	952	452-500	258-502	6	I/P/R Tier 3
<i>(Unknown) Multi-core Reactor</i>	9240-13160	952	452-500	266-494	6	I/P/R Tier 3
<i>(Unknown) Proton Chamber Reactor</i>	9016-13384	952	452-500	266-494	6	I/P/R Tier 3
<i>Mon Calamari Overdriver S2 Reactor</i>	9016-13384	1047	497-550	266-494	6	P/R Tier 3
<i>Republic Sienar Systems X8 Reactor</i>	9240-13160	952	452-500	266-494	6	Imp. Tier 3
<i>Sienar Design Systems High-Output Reactor</i>	12300	1238	619	395	6	**
<i>Sienar Fleet Systems Imperial-4 Reactor</i>	8827-12573	952	452-500	266-494	6	Imp. Tier 3
<i>Slayn & Korpil "Hypervortex" Reactor</i>	12300	1238	619	395	6	**

COMPONENTS: REACTORS

REACTOR TYPE	REACTOR GEN. RATE	HP	ARMOR HP	MASS	CERT.	LOOT
Slayn & Korpil "Vortex" Mk2 Reactor	9240-13160	857	398-459	266-494	6	P/R Tier 3
Subpro Aurora Reactor	9240-13160	1047	497-550	266-494	6	P/R Tier 3
SubPro Military-Grade Reactor	12300	1238	619	395	6	**
Taim & Bak Experimental Reactor S1	9652-13748	952	452-500	283-527	6	P/R Tier 3
Incom Mark 4 Reactor	9599-13701	841	391-450	315-585	7	P/R Tier 4
Koensayr Supernova Advanced Reactor	13266-18934	981	466-516	319-581	7	P/R Tier 4
MandalMotors DXR-5 Reactor	9558-13642	934	443-491	315-585	7	P/R Tier 4
Rendili Type7 Reactor	9599-13701	1028	483-545	310-590	7	Imp. Tier 4
Republic Sienar Systems X12 Reactor	9599-13701	934	443-491	297-553	7	Imp. Tier 4
Sienar Level 4 Reactor	9599-13701	934	443-491	315-585	7	Imp. Tier 4
SoroSuub Turbine 3	9599-13701	981	466-516	315-585	7	P/R Tier 4
Subpro Aurora Max	9599-13701	934	443-491	306-594	7	P/R Tier 4
Taim Experimental S3	9640-13760	934	443-491	332-618	7	P/R Tier 4
Armek Super-collider Reactor	9599-13701	1402	665-736	315-585	8	P/R Tier 4
Freitek Powerhouse Mark III Reactor	9599-13701	1542	724-818	310-590	8	Reb. Tier 4
Incom Mark 5 Reactor	9640-13760	1402	665-736	332-618	8	P/R Tier 4
Kuat Systems Engineering RCT-Z Reactor	9483-13817	1402	665-736	315-585	8	I/P/R Tier 4
MandalMotors DXR-6 Reactor	9599-13701	1472	699-773	315-585	8	P/R Tier 4
Republic Sienar Systems Advanced Military-Grade Reactor	12900	1822	911	465	8	**
Sienar Design Systems Special Forces 1 Reactor	9599-13701	1402	665-736	297-553	8	Imp. Tier 4
Sienar Fleet Systems Imperial-5 Reactor	9558-13642	1402	665-736	315-585	8	Imp. Tier 4
Slayn & Korpil "Vortex" Mk4 Reactor	13266-18934	1472	699-773	319-581	8	P/R Tier 4
Subpro Dyna-II Reactor	9599-13701	1261	586-675	315-585	8	P/R Tier 4
Taim & Bak Experimental Reactor S2	9599-13701	1402	665-736	306-594	8	P/R Tier 4
Armek Ultra Collider	9999-14301	1100	522-578	360-640	9	P/R Master
Cygnus Advanced	10032-14348	990	470-520	380-570	9	Imp. Master
Incom Advanced Reactor	9938-14362	990	470-520	350-650	9	P/R Master
Incom Overdriven Elite Reactor	9979-14421	935	444-492	350-650	9	**
Kuat Drive Yards "Powermaster" Elite Reactor	9999-14301	1320	561-760	350-650	9	**
Kuat Systems Engineering Supreme Reactor	10084-14216	1100	522-578	350-650	9	I/P/R Master
MandalMotors DX-Advanced Reactor	10057-14383	1100	522-578	402-748	9	P/R Master
MandalMotors Modified Gorax Reactor	10065-14455	1541	731-809	402-748	9	**
Mandalor Motors "Gorax" Reactor	9999-14301	1541	731-809	402-748	9	P/R Master
Republic Sienar Systems Advanced Reactor	9999-14301	1155	543-613	378-672	9	Imp. Master
Sienar Fleet Systems "Special Forces" Reactor	10248-14152	1100	522-578	350-650	9	**
Sienar Fleet Systems Advanced Reactor	9999-14301	1100	522-578	340-660	9	Imp. Master
Slayn & Korpil "Vortex" Mk3 Reactor	9999-14301	1100	511-589	350-650	9	P/R Master
SoroSuub Turbine Advanced	9999-14301	1100	522-578	350-650	9	P/R Master
Armek Phase Grinder Reactor	9938-14362	1486	705-780	350-650	10	P/R Master
Corellian Modified BT3 Reactor	9999-14301	1651	784-867	340-660	10	P/R Master
Corellian Modified BT5 Reactor	9999-14301	1733	814-919	378-672	10	P/R Master
Incom Elite Reactor	10084-14216	1651	784-867	350-650	10	P/R Master
Mandalor Motors "Gorax" Elite Reactor	9999-14301	2311	1097-1214	402-748	10	P/R Master
Mon Calamari Overdriver Reactor	10032-14348	1486	705-780	380-570	10	P/R Master
Rendili Type X Elite Reactor	9999-14301	1651	784-867	360-640	10	Imp. Master
Sienar Design Systems "Secret Ops" Reactor	10065-14455	2311	1097-1214	402-748	10	**
Sienar Design Systems Elite Reactor	10057-14383	1651	784-867	402-748	10	Imp. Master
Sienar Fleet Systems Elite Reactor	9999-14301	1651	784-867	350-650	10	Imp. Master
Slayn & Korpil "Hypertron 4000" Reactor	9999-14301	1651	767-884	350-650	10	P/R Master
Slayn and Korpil High Output Experimental Reactor	9979-14421	1403	666-737	350-650	10	**

ENGINES

For P/Y/R, "+" means that the Yaw rate tends to be about 5% greater.

ENGINE TYPE	ACCELER.	DECCELER.	MAX SPEED	P/Y/R	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
Corellian Mark I Cruiser-Grade Starship Engines	103-173	100-150	281-559	65-75	165	78-87	1290-1710	860-1140	1	Priv. Tier 1
Cygnus HD-3 Starfighter Engines	103-173	100-150	295-587	60-73	150	71-79	1290-1710	860-1140	1	Imp. Tier 1
Gallofree JX-2 Drive Engines	106-198	100-150	281-559	65-75	150	71-79	1290-1710	860-1140	1	Reb. Tier 1
Haar Chall Old-Tech Engines	103-173	100-150	281-559	65-75	120	57-63	1032-1368	688-912	1	**
Incom Light Fusialthrust Engine	87-147	85-128	239-475	65-75	150	71-79	1290-1710	860-1140	1	Reb. Tier 1
Koensayr Small Ion-Jet Engine	103-173	95-143	281-559	65-75	150	71-79	1290-1710	860-1140	1	Priv. Tier 1
Kuat Systems Engineering A-2X Thrust Engines	103-173	100-150	281-559	65-75	150	71-79	1290-1710	860-1140	1	I/P Tier 1
MandalMotors X-37 Vandal Engine	108-182	105-158	264-618	68-79	158	74-83	1354-1796	903-1197	1	Priv. Tier 1
Mon Calamari Light Drive Engines	101-189	100-150	281-559	65-75	150	71-79	1290-1710	860-1140	1	P/R Tier 1
Navaldex Light J-77 "Event Horizon" Engine	103-173	95-143	295-587	65-75	150	71-79	1290-1710	860-1140	1	P/R Tier 1
Qualdex Small "Kyromaster" Engine	103-173	100-150	281-559	65-75	143	67-75	1225-1625	817-1083	1	P/R Tier 1
Sienar Design Systems Imperial Ion Engines	103-173	100-150	295-629	65-75	150	71-79	1290-1710	860-1140	1	Imp. Tier 1
Sienar Fleet Systems Imperial Ion Engines	103-173	100-150	273-567	65-75	150	71-79	1290-1710	860-1140	1	Imp. Tier 1
SoroSuub L-337 Ion Engine	98-164	95-143	267-531	61-72 +	143	67-75	1225-1625	817-1083	1	P/R Tier 1
SubPro Light Ion Engines	103-173	100-150	281-559	69-78	150	71-79	1290-1710	860-1140	1	Priv. Tier 1
Corellian Deluxe Mark I Cruiser-grade Engines	129-216	125-188	351-699	81-94	188	89-99	1290-1710	860-1140	2	Priv. Tier 1
Cygnus HD-5 Engines	129-216	118-179	351-699	81-94	188	89-99	1290-1710	860-1140	2	Imp. Tier 1
Gallofree JX-3 Engines	129-216	125-188	351-699	81-94	188	89-99	1290-1710	860-1140	2	Reb. Tier 1/2
Koensayr Tuned Small Ionjet Engine	129-216	125-188	351-699	81-94	188	89-99	1290-1710	860-1140	2	Priv. Tier 1/2
Kuat Systems Eng. Improved A-2X Thrust Engines	129-216	125-188	351-699	81-94	188	89-99	1290-1710	860-1140	2	Priv. Tier 1/2
Mon Calamari Enhanced Light Drive Engines	129-216	125-188	351-699	81-94	188	89-99	1290-1710	860-1140	2	P/R Tier 1/2
Navaldex J-77 "Event Horizon" Engine	126-236	125-188	351-699	81-94	188	89-99	1290-1710	860-1140	2	P/R Tier 1/2
Sienar Design Sys. Limited Ed. Imperial Ion Engines	129-216	125-188	351-699	81-94	178	84-94	1225-1625	817-1083	2	Imp. Tier 1
Sienar Fleet Sys. Performance Imperial Ion Engines	129-216	118-179	369-734	81-94	188	89-99	1290-1710	860-1140	2	Imp. Tier 1
SoroSuub Tuned L-337 Ion Engine	129-216	125-188	351-699	81-94	188	89-99	1290-1710	860-1140	2	P/R Tier 1/2
Surronian A2 Grade Engine	129-216	125-188	351-699	81-94	206	97-109	1290-1710	860-1140	2	Priv. Tier 1/2
Corellian Cruiser-grade Mark II Engine	99-166	95-143	267-532	69-80	345	163-182	1354-1796	903-1197	3	P/R Tier 2
Cygnus HD7 Engine	116-195	112-168	315-626	69-80	345	163-182	1354-1796	903-1197	3	Imp. Tier 2/2
Koensayr Dual Small Ion Jet Engines	116-195	112-168	315-626	69-80	276	131-145	1096-1454	731-969	3	P/R Tier 2
Kuat Systems Engineering A-5X Engines	116-195	112-168	331-704	69-80	345	163-182	1354-1796	903-1197	3	Priv. Tier 2
Mon Calamari Standard Engine	116-195	112-168	330-657	64-77	345	163-182	1354-1796	903-1197	3	P/R Tier 2
Qualdex "Kyromaster" Engine	116-195	112-168	315-626	73-83	345	163-182	1354-1796	903-1197	3	Priv. Tier 2
Sienar Fleet Systems Imperial-2 Engine	116-195	112-168	315-626	69-80	345	163-182	1354-1796	903-1197	3	Imp. Tier 2
Sienar Fleet Systems P-5.6 Twin Ion Engines (TIE)	122-205	117-177	296-692	72-84	362	172-191	1419-1881	946-1254	3	Imp. Tier 2
SoroSuub U-83R Ion Drive	120-223	112-168	315-626	69-80	345	163-182	1354-1796	903-1197	3	P/R Tier 2
Surronian A2.50 Grade Engine	111-186	106-160	299-595	65-76 +	328	155-173	1290-1710	860-1140	3	P/R Tier 2
Cygnus HD7 Engine	146-244	140-210	393-783	86-100	431	204-227	1354-1796	903-1197	4	Imp. Tier 2/2
Damorian RX7 Ion Engine	146-244	140-210	393-783	86-100	431	204-227	1354-1796	903-1197	4	Priv. Tier 2
Incom E-16/x Ion Engine	146-244	133-200	413-822	86-100	431	204-227	1354-1796	903-1197	4	Reb. Tier 2
INCOM Fusial Thrust Engine	146-244	140-210	393-783	86-100	431	204-227	1354-1796	903-1197	4	Reb. Tier 2
Koensayr Enhanced Dual Small Ionjet Engines	146-244	133-200	393-783	86-100	431	204-227	1354-1796	903-1197	4	P/R Tier 2
KonGar KGDefender Ion Engine	146-244	140-210	393-783	86-100	410	194-216	1290-1710	860-1140	4	Priv. Tier 2
MandalMotors X-57 "Vandal" Engine	143-267	140-210	393-783	86-100	431	204-227	1354-1796	903-1197	4	Priv. Tier 2
Mon Calamari Charged Standard Engine	146-244	140-210	393-783	86-100	431	204-227	1354-1796	903-1197	4	P/R Tier 2
Republic Fleet Systems Imperial Skyrunner Engine	146-244	140-210	393-783	86-100	431	204-227	1354-1796	903-1197	4	Imp. Tier 2
Sienar Fleet Systems Tuned Imperial-2 Engine	146-244	140-210	393-783	86-100	474	225-250	1354-1796	903-1197	4	Imp. Tier 2
Incom Heavy Fusialthrust	132-221	125-189	370-789	73-85	635	301-334	1419-1881	946-1254	5	P/R Tier 3
Kuat Systems Engineering A-7X Engines	132-221	125-189	352-701	73-85	635	301-334	1419-1881	946-1254	5	I/P/R Tier 3
MandalMotors Heavy Engine	132-221	125-189	352-701	73-85	635	301-334	1419-1881	946-1254	5	P/R Tier 3
Mon Calamari Heavy Ion Engines	132-221	125-189	352-701	73-85	508	241-267	1161-1539	774-1026	5	P/R Tier 3
Navaldex "Singularity" Engine	132-221	125-189	352-701	77-88	635	301-334	1419-1881	946-1254	5	P/R Tier 3
Nubian 221 Engine	138-232	131-198	331-775	76-89	667	316-350	1483-1967	989-1311	5	P/R Tier 3
Qualdex Kyromaster A-10	125-210	119-179	335-666	69-80 +	603	286-317	1354-1796	903-1197	5	P/R Tier 3
Rendili Demon Mark I Engines	135-252	125-189	352-701	73-85	635	301-334	1419-1881	946-1254	5	Imp. Tier 3
Sienar Design Systems "Imperial 2" Ion Engines	112-188	106-160	300-596	73-85	635	301-334	1419-1881	946-1254	5	Imp. Tier 3
Sienar Fleet Systems Imperial-3 Engine	132-221	125-189	370-736	67-82	635	301-334	1419-1881	946-1254	5	Imp. Tier 3
Cygnus "Megadrive" Starship Engine	308	274	922	98	1111	555	2100	1400	6	**

COMPONENTS: ENGINES

ENGINE TYPE	ACCELER.	DECELER.	MAX SPEED	P/Y/R	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
CCygnus Hd8	165-276	156-236	441-876	91-106	794	376-417	1419-1881	946-1254	6	Imp. Tier 3
Incom Advanced Fusialthrust	165-276	148-224	463-920	91-106	794	376-417	1419-1881	946-1254	6	P/R Tier 3
Incom Military-Grade Starfighter Engine	308	274	922	98	1111	555	2100	1400	6	**
Koensayr R200 Ion Jet Engine	165-276	156-236	441-876	91-106	794	376-417	1419-1881	946-1254	6	P/R Tier 3
Kuat Systems Engineering A-8X Engines	165-276	156-236	441-876	91-106	794	376-417	1419-1881	946-1254	6	Imp. Tier 3
MandalMotars "Inferno" Starfighter Engine	308	274	922	98	1111	555	2100	1400	6	**
MandalMotars Enhanced Heavy Engines	165-276	156-236	441-876	91-106	873	414-459	1419-1881	946-1254	6	P/R Tier 3
Mon Calamari Improved Heavy Drive Engines	161-301	156-236	441-876	91-106	794	376-417	1419-1881	946-1254	6	P/R Tier 3
Navaldex X6 Engine	165-276	156-236	441-876	91-106	794	376-417	1419-1881	946-1254	6	P/R Tier 3
Qualdex A13	165-276	156-236	441-876	91-106	794	376-417	1419-1881	946-1254	6	P/R Tier 3
Republic Sienar Systems Imperial Skyrunner 2 Engine	165-276	148-224	441-876	91-106	794	376-417	1419-1881	946-1254	6	Imp. Tier 3
Sienar Fleet Systems Modified Imperial-3 Engine	165-276	156-236	441-876	91-106	754	358-396	1354-1796	903-1197	6	Imp. Tier 3
Freitek Dual Jet	153-285	140-211	395-785	77-90	934	443-491	1483-1967	989-1311	7	P/R Tier 4
Incom Fusialthrust 2	156-262	147-222	371-868	81-94	981	466-516	1548-2052	1032-1368	7	P/R Tier 4
Kuat Engineering Systems F-31 Drive Engine	149-249	140-211	395-785	82-93	934	443-491	1483-1967	989-1311	7	I/P/R Tier 4
KuatDriveSystems A-9X Thrust Engines	141-237	133-201	375-746	73-85 +	888	421-467	1419-1881	946-1254	7	I/P/R Tier 4
MandalMotars "Firestorm" Engine	149-249	140-211	395-785	77-90	934	443-491	1483-1967	989-1311	7	P/R Tier 4
Mon Calamari LFS-32 Drive Engine	149-249	140-211	395-785	77-90	934	443-491	1483-1967	989-1311	7	P/R Tier 4
Navaldex X7 Engine	149-249	140-211	395-785	77-90	748	355-393	1225-1625	817-1083	7	P/R Tier 4
Qualdex B10	149-249	140-211	415-883	77-90	934	443-491	1483-1967	989-1311	7	P/R Tier 4
Republic Sienar Sys. Imperial Skyrunner 3 Engines	126-212	119-180	336-668	77-90	934	443-491	1483-1967	989-1311	7	Imp. Tier 4
Sienar Fleet Systems Imperial-4 Engine	149-249	140-211	415-825	72-87	934	443-491	1483-1967	989-1311	7	Imp. Tier 4
Cygnus Hdx	186-312	175-264	494-982	96-112	1168	554-614	1483-1967	989-1311	8	Imp. Tier 4
Haar Chall Military Grade Engine	348	307	1033	104	1635	818	2100	1400	8	**
Incom Improved Fusialthrust 2	186-312	175-264	494-982	96-112	1168	554-614	1483-1967	989-1311	8	P/R Tier 4
Koensayr Heavy Ionjet	186-312	175-264	494-982	96-112	1168	554-614	1483-1967	989-1311	8	P/R Tier 4
Kuat Engineering Systems TC-40 Engines	186-312	175-264	494-982	96-112	1168	554-614	1483-1967	989-1311	8	I/P/R Tier 4
MandalMotars "Firestorm 2" Engine	186-312	175-264	494-982	96-112	1285	610-675	1483-1967	989-1311	8	P/R Tier 4
Mon Calamari LFS-64 Drive Engine	182-340	175-264	494-982	96-112	1168	554-614	1483-1967	989-1311	8	P/R Tier 4
Navaldex X9 Engine	186-312	166-251	518-1031	96-112	1168	554-614	1483-1967	989-1311	8	P/R Tier 4
Qualdex IGT Engines	186-312	175-264	494-982	96-112	1168	554-614	1483-1967	989-1311	8	P/R Tier 4
Republic Sienar Sys. Imperial Skyrunner 4 Engines	186-312	166-251	494-982	96-112	1168	554-614	1483-1967	989-1311	8	Imp. Tier 4
Sienar Fleet Systems Imperial-5 Engine	186-312	175-264	494-982	96-112	1110	527-583	1419-1881	946-1254	8	Imp. Tier 4
Gallofree Advanced	173-322	157-237	442-879	82-95	1100	522-578	1548-2052	1032-1368	9	P/R Master
Incom Advanced	168-282	157-237	465-989	82-95	1100	522-578	1548-2052	1032-1368	9	P/R Master
Incom T-11 Elite Engine	168-282	157-237	442-879	82-95	1100	522-578	1548-2052	1032-1368	9	**
Koensayr Advanced	168-282	157-237	442-879	82-95	880	418-463	1290-1710	860-1140	9	P/R Master
Kuat Systems Engineering Advanced Engines	168-282	157-237	442-879	82-95	1100	522-578	1548-2052	1032-1368	9	I/P/R Master
MandalMotars Advanced Engine	168-282	157-237	442-879	82-95	1100	522-578	1548-2052	1032-1368	9	P/R Master
Navaldex "GRB-1138" Elite Engine	168-282	157-237	442-879	82-95	1100	522-578	1548-2052	1032-1368	9	**
Navaldex Advanced Engine	160-268	149-225	420-836	78-90 +	1045	496-549	1483-1967	989-1311	9	P/R Master
Qualdex Advanced	177-296	165-248	416-972	86-100	1155	548-607	1612-2138	1075-1425	9	P/R Master
Rendili "Hyperion" Drive Engines	168-282	149-225	464-923	82-95	1100	522-578	1548-2052	1032-1368	9	**
Republic Sienar Systems Advanced Ion Engines	143-240	133-201	376-748	82-95	1100	522-578	1548-2052	1032-1368	9	Imp. Master
Sienar Fleet Systems "Special Forces" Engine	168-282	157-237	442-879	82-95	1100	522-578	1548-2052	1032-1368	9	**
Sienar Fleet Systems Advanced Ion Drive	168-282	157-237	464-923	76-92	1100	522-578	1548-2052	1032-1368	9	Imp. Master
Ubrikkian N2 Drive Engines	168-282	157-237	442-879	87-99	1100	522-578	1548-2052	1032-1368	9	I/P/R Master
Incom Elite	210-352	196-296	553-1099	102-119	1513	718-795	1548-2052	1032-1368	10	P/R Master
Koensayr Elite	206-384	196-296	553-1099	102-119	1375	653-723	1548-2052	1032-1368	10	I/P/R Master
Kuat Systems Engineering Elite Engines	221-370	206-310	520-1215	107-125	1444	686-759	1612-2138	1075-1425	10	I/P/R Master
MandalMotars Elite Engine	210-352	196-296	553-1099	102-119	1100	522-578	1290-1710	860-1140	10	P/R Master
Navaldex "Blackhole" Elite Engine	210-352	196-296	553-1099	102-119	1375	653-723	1548-2052	1032-1368	10	**
Navaldex X-12 "Experimental"	210-352	196-296	553-1099	102-119	1307	620-687	1483-1967	989-1311	10	P/R Master
Nubian 221 - Racing Mod	210-352	186-281	553-1099	102-119	1375	653-723	1548-2052	1032-1368	10	P/R Master
Qualdex Elite	210-352	196-296	553-1099	102-119	1375	653-723	1548-2052	1032-1368	10	P/R Master
Rendili Elite Engine	200-334	186-281	525-1044	97-113 +	1307	620-687	1483-1967	989-1311	10	Imp. Master
Republic Sienar Systems Elite Ion Engines	210-352	196-296	553-1099	109-123	1375	653-723	1548-2052	1032-1368	10	Imp. Master
Sienar Design Systems "Special Forces" Engine	210-352	196-296	553-1099	102-119	1375	653-723	1548-2052	1032-1368	10	**
Sienar Fleet Systems Elite Ion Engines	210-352	196-296	553-1099	102-119	1375	653-723	1548-2052	1032-1368	10	Imp. Master

BOOSTERS

Abbreviations: B. (Booster) / Bs. (Boosters) / T.E. (Thrust Enhancers) / SS (Starship).

BOOSTER TYPE	CHARGE	RECHARGE	BURN RATE	ACCELER. +	SPEED +	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
Corellian Engineering Corp. TJH-3 SS Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Priv. Tier 1
Gallafree Light Ss Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Reb. Tier 1
Incom Intimidator Mark I B.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Reb. Tier 1
Incom NKJ-31 SS Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Reb. Tier 1
Koensayr EVH-12 SS Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Priv. Tier 1
Kuat Drive Yards Mark I Military Grade Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	I/P Tier 1
Kuat Systems Engineering CB-6 Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	I/P Tier 1
MandalMotors JBI Mark I SS Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Priv. Tier 1
Mon Calamari JLC-37 SS Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	P/R Tier 1
Siemar Fleet Systems Imperial-1 Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Imp. Tier 1
Slayn and Korpil Mark I Ion-B.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Reb. Tier 1
SoroSuub Mark I Liberator Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	Priv. Tier 1
SubPro Mark I "Accelatron" Bs.	900-1100	22-28	90-110	192-208	145-155	150	71-79	425-575	425-575	1	P/R Tier 1
Corellian Eng. Corp. Exp. TJH-3 SS Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Priv. Tier 1/2
Cygnus "Flash-B. 3" SS Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Imp. Tier 1/2
FreiTek Inc. Outrunner X1 Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Reb. Tier 1
Incom Performance NKJ-31 Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Reb. Tier 1
Koensayr Special Edition EVH-12 SS Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Priv. Tier 1/2
Kuat Systems Eng. Performance CB-6 Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Priv. Tier 1/2
MandalMotors Enhanced JBI Mark I SS Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Priv. Tier 1/2
Mon Calamari Limited Ed. JLC-37 SS Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	P/R Tier 1/2
Qualdex "X-Boost" Mark I Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	P/R Tier 1/2
Siemar Advanced Projects Imperial-1 Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Imp. Tier 1/2
SoroSuub Prized Mark I Liberator Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Priv. Tier 1
SubPro Tuned Mark I "Accelatron" Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Priv. Tier 1/2
Surrorian "Nomad X-4" Bs.	1350-1650	33-42	135-165	288-312	218-232	225	106-119	425-575	425-575	2	Priv. Tier 1/2
Corellian Engineering Corp. Standard T.E.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Priv. Tier 2
Cygnus "Flashboost 4" Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Imp. Tier 2
Incom "Mynock" SS Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Reb. Tier 2
Incom Intimidator Mark II Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Reb. Tier 1/2
Koensayr Standard B.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	P/R Tier 2
Kuat Systems Engineering BTI-1 Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Priv. Tier 2
MandalMotors JBI Mark II SS Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Priv. Tier 2
Mon Calamari Standard Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	P/R Tier 2
Siemar Advanced Projects Imperial-2 Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Imp. Tier 2
Siemar Fleet Systems Imperial-2 Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	Imp. Tier 2
SoroSuub Mark II Liberator Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	P/R Tier 2
SubPro Mark II "Accelatron" Bs.	990-1210	24-31	99-121	211-229	161-172	345	163-182	446-604	446-604	3	P/R Tier 2
Corellian Eng. Corp. Promo. Ed. Stand. T.E.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Priv. Tier 2
Incom Enhanced "Mynock" Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Reb. Tier 2
Koensayr Improved Standard B.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Priv. Tier 2
Kuat Drive Yard BR-12 B.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	I/P Tier 2
Kuat Drive Yards Mark II Military Grade Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Imp. Tier 2
Kuat Systems Eng. Performance BTI-1 Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Priv. Tier 2
MandalMotors "M Series" B.	1980	50	198	363	250	673	336	450	450	4	**
MandalMotors Modified JBI Mark II Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Priv. Tier 2
Mon Calamari Deluxe Standard Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	P/R Tier 2
Navallex "Hypernova" SS B.	1980	50	198	363	250	673	336	450	450	4	**
Qualdex "X-Boost" Mark II Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	P/R Tier 2
Republic Siemar Systems Ion B.	1980	50	198	363	250	673	336	450	450	4	**
Republic Siemar Systems Special B.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Imp. Tier 2
Siemar Design Sys. Enhanced Imperial-2 Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Imp. Tier 2
SoroSuub Improved Mark II "Liberator"	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	P/R Tier 2
SubPro Enhanced Mark II "Accelatron" Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	P/R Tier 2
Surrorian "Nomad X-8" Bs.	1485-1815	37-46	148-182	316-344	242-258	518	245-272	446-604	446-604	4	Priv. Tier 2
Corellian Engineering Corp. Heavy T.E.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Incom "Vynock" Bs.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Incom Intimidator Mark III Bs.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Koensayr "Racer" Mark I B.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Koensayr Heavy B.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Kuat Systems Engineering BTI-2 Bs.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
MandalMotors JBI Mark III SS Bs.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Mon Calamari Heavy B.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3

COMPONENTS: BOOSTERS

BOOSTER TYPE	CHARGE	RECHARGE	BURN RATE	ACCELER. +	SPEED +	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
Novaldex "Pulsar" B.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Qualdex "X-Boost" Mark III Bs.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
SoroSuub Mark III Liberator Bs.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
SubPro Mark III "Accelatron" Bs.	1089-1331	27-34	108-134	232-252	179-191	635	301-334	467-633	467-633	5	I/P/R Tier 3
Corellian Eng. Corp. Tuned Heavy T.E.	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
Incom Supercharged "Vnack" Bs.	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
Koensayr Modified Heavy B.	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
Kuat Systems Eng. Enhanced BTI-2 Bs.	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
MandalMotors Improved Jbj Mk3	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
Mon Calamari Charged Heavy B.	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
SoroSuub Superch. Mark III Liberator Bs.	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
SubPro Deluxe Mark III "Accelatron" Bs.	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
Surrorian Accelerator Mark I	1633-1997	40-50	163-200	348-378	268-286	952	452-500	467-633	467-633	6	I/P/R Tier 3
Corellian Engineering Corp. Advanced T.E.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Incom "Fynack" Bs.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Incom Intimidator Mark IV Bs.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Koensayr "Racer" Mark II B.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Koensayr Advanced B.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Kuat Systems Engineering BTI-3 Bs.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
MandalMotors JBJ Mark IV SS Bs.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Mon Calamari Advanced B.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Novaldex "Quasar" B.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
Qualdex "X-Boost" Mark IV Bs.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
SoroSuub Mark IV Liberator Bs.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4
SubPro Mark IV "Accelatron" Bs.	1197-1465	29-37	119-147	255-277	198-212	934	443-491	488-662	488-662	7	I/P/R Tier 4/M
Corellian Eng. Corp. Performance Adv. T.E.	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Incom Deluxe "Fynack" Bs.	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Koensayr Charged Advanced B.	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Kuat Drive Yards Mark III Military Grade Bs.	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Kuat Systems Eng. Deluxe BTI-3 Bs.	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
MandalMotors "Q Series" B.	2396	60	240	439	308	1682	841	600	600	8	**
MandalMotors Deluxe JBJ Mark I SS Bs.	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Mon Calamari Rare Advanced B.	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Qualdex "Halcyon" Starfighter B.	2396	60	240	439	308	1682	841	600	600	8	**
SoroSuub Enhanced Liberator Mk4	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
SubPro Modified Mark IV "Accelatron"	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Surrorian Accelerator Mark II	1796-2197	44-55	179-220	383-416	298-317	1402	665-736	488-662	488-662	8	I/P/R Tier 4
Corellian Engineering Corp. Elite T.E.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
Cygnus "Hyperthrust" Elite B.	1464	37	146	293	228	1100	550	600	600	9	**
Incom "Quicksilver" Elite B.	1464	37	146	293	228	1100	550	600	600	9	**
Incom SLS-1 Bs.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
Koensayr "Racer" Mark III B.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
Koensayr Elite B.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
Kuat Systems Engineering ALS-1 B.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
MandalMotors "M1 Lightning" Elite B.	1464	37	146	293	228	1100	550	600	600	9	**
MandalMotors JBJ Mark V SS Bs.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
Mon Calamari Elite B.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
Novaldex "Pulsar" Advanced B.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
Sienar Fleet Systems "Ultra-Thrust" Elite B.	1464	37	146	293	228	1100	550	600	600	9	**
SoroSuub Mark V Liberator Bs.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Master
SubPro Mark IV "Accelatron" Bs.	1317-1611	32-41	131-162	281-305	220-235	1100	522-578	510-690	510-690	9	I/P/R Tier 4/M
Corellian Eng. Corp. Highly Mod. Elite T.E.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Incom "Windrunner" Elite B.	2196	55	220	439	342	1651	825	600	600	10	**
Incom Elite SLS-1 Bs.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Koensayr "Racer" Mark IV B.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Koensayr Deluxe Elite B.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Kuat Drive Yards Mark IV Military Grade Bs.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Kuat Systems Engineering Elite ALS-1	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
MandalMotors Lim. Ed. JBJ Mark V SS Bs.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Mon Calamari Enhanced Elite B.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Novaldex "Quasar" Advanced B.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Sienar Design Sys. "B7 Exp." Elite B.	2196	55	220	439	342	1651	825	600	600	10	**
SoroSuub Well Tuned Mark V Liberator Bs.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master
Subpro Elite Mark V "Accelatron" Bs.	1976-2416	49-61	197-242	421-457	331-352	1651	784-867	510-690	510-690	10	I/P/R Master

DROID INTERFACES

	COM. SPEED	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
Armek Military Grade Droid Interface Mark I	14-16	150	71-79	475-525	237-263	1	P/R Tier 1
Incom Droid Interface Mark I	14-16	150	71-79	475-525	237-263	1	Reb. Tier 1
Koensayr Simple Droid Interface	14-16	150	71-79	475-525	237-263	1	Priv. Tier 1
Kuat Systems Engineering Mark I Droid Manager	14-16	150	71-79	475-525	237-263	1	I/P Tier 1/2
MandalMotors Military Grade Droid Interface Mark I	14-16	150	71-79	475-525	237-263	1	Priv. Tier 1
Mon Calamari DK-1 Droid Interface	14-16	150	71-79	475-525	237-263	1	P/R Tier 1
Novaldex Droid Interface Mark I	14-16	150	71-79	475-525	237-263	1	P/R Tier 1/2
Republic Sienar Systems Mark I Imperial Droid Interface	14-16	150	71-79	475-525	237-263	1	Imp. Tier 1/2
Sienar Fleet Systems Mark I Imperial Droid Interface	14-16	150	71-79	475-525	237-263	1	Imp. Tier 1/2
Cygnus DI-6 Droid Interface	21-24	225	106-119	475-525	237-263	2	Imp. Tier 1
Incom Deluxe Mark I Droid Interface	21-24	225	106-119	475-525	237-263	2	Reb. Tier 1
Koensayr Standard Droid Interface	21-24	225	106-119	475-525	237-263	2	Priv. Tier 1/2
Kuat Drive Yards Mark I "Governor" Droid Interface	21-24	225	106-119	475-525	237-263	2	I/P Tier 1
Kuat Systems Engineering Improved Mark I Droid Manager	21-24	225	106-119	475-525	237-263	2	I/P Tier 1/2
Mon Calamari Special Edition DK-1 Droid Interface	21-24	225	106-119	475-525	237-263	2	P/R Tier 1/2
Novaldex Special Droid Interface Mark I	21-24	225	106-119	475-525	237-263	2	P/R Tier 1/2
Qualdex Droid Interface Mark I	21-24	225	106-119	475-525	237-263	2	Priv. Tier 1/2
Republic Sienar Systems Enhanced Mark I Imperial Droid Interface	21-24	225	106-119	475-525	237-263	2	Imp. Tier 1
Sienar Fleet Systems Enhanced Mark I Imperial Droid Interface	21-24	225	106-119	475-525	237-263	2	Imp. Tier 1
Sienar Systems Droid Interface Mark I	21-24	225	106-119	475-525	237-263	2	Imp. Tier 1
Armek Military Grade Droid Interface Mark II	17-19	345	163-182	475-525	237-263	3	P/R Tier 2
FreiTek Inc. Droid Commander Mark I	17-19	345	163-182	475-525	237-263	3	Reb. Tier 2
Hoor Chall Old-Tech Droid Interface	17-19	345	163-182	475-525	237-263	3	Priv. Tier 2
Incom Droid Interface Mark II	17-19	345	163-182	475-525	237-263	3	Reb. Tier 2
Kuat Systems Engineering Mark II Droid Manager	17-19	345	163-182	475-525	237-263	3	I/P Tier 2
MandalMotors Military Grade Droid Interface Mark II	17-19	345	163-182	475-525	237-263	3	P/R Tier 2
Novaldex Droid Interface Mark II	17-19	345	163-182	475-525	237-263	3	P/R Tier 2
Republic Sienar Systems Imperial-2 Droid Interface	17-19	345	163-182	475-525	237-263	3	Imp. Tier 2
Sienar Design Systems "Imperial 1" Droid Interface	17-19	345	163-182	475-525	237-263	3	Imp. Tier 2
SoroSuub RAD-MK1 Droid Interface	17-19	345	163-182	475-525	237-263	3	P/R Tier 2
SubPro JRD-33 Droid Interface	17-19	345	163-182	475-525	237-263	3	P/R Tier 2
FreiTek Inc. Modified Droid Commander Mark I	25-29	518	245-272	475-525	237-263	4	Reb. Tier 2
Hoor Chall Vintage-Tech Interface	25-29	518	245-272	475-525	237-263	4	Priv. Tier 2
Incom Fast Droid Interface Mark II	25-29	518	245-272	475-525	237-263	4	Reb. Tier 2
Kuat Systems Engineering Custom Manager Class Mark II Capacitor	25-29	518	245-272	475-525	237-263	4	I/P Tier 2
Mon Calamari "D-22" Starship Booster	32	621	311	600	300	4	**
Qualdex Droid Interface Mark II	25-29	518	245-272	475-525	237-263	4	P/R Tier 2
Republic Sienar Systems Deluxe Imperial-2 Interface	25-29	518	245-272	475-525	237-263	4	Imp. Tier 2
Sienar Design Systems Special "Imperial 1" Interface	25-29	518	245-272	475-525	237-263	4	Imp. Tier 2
Sienar Systems Droid Interface Mark II	25-29	518	245-272	475-525	237-263	4	Imp. Tier 2
SoroSuub "W-19" Droid Interface	32	621	311	600	300	4	**
SoroSuub Enhanced RAD-MK1 Droid Interface	25-29	518	245-272	475-525	237-263	4	P/R Tier 2
SubPro Improved JRD-33 Droid Interface	25-29	518	245-272	475-525	237-263	4	P/R Tier 2
Gallotree Level 1 Droid Interface	20-23	635	301-334	475-525	237-263	5	P/R Tier 3
Hoersch-Kessel Mark I Droid Interface	20-23	635	301-334	475-525	237-263	5	P/R Tier 3
Kuat Drive Yards "Governor" Droid Interface Mark II	20-23	635	301-334	475-525	237-263	5	I/P/R Tier 3
Mon Calamari DK-2 Droid Interface	20-23	635	301-334	475-525	237-263	5	P/R Tier 3
Novaldex Droid Interface Mark III	20-23	635	301-334	475-525	237-263	5	P/R Tier 3
Rendili "Imperator 1" Droid Interface	20-23	635	301-334	475-525	237-263	5	Imp. Tier 3
Sienar Design Systems "Imperial 2" Droid Interface	20-23	635	301-334	475-525	237-263	5	Imp. Tier 3
Sienar Fleet Systems "Imperial 2" Droid Interface	20-23	635	301-334	475-525	237-263	5	Imp. Tier 3
SoroSuub RAD-MK2 Droid Interface	20-23	635	301-334	475-525	237-263	5	P/R Tier 3
Cygnus DI-8 Droid Interface	30-35	952	452-500	475-525	237-263	6	Imp. Tier 3
FreiTek Inc. Droid Commander Mark II	30-35	952	452-500	475-525	237-263	6	P/R Tier 3
Hoersch-Kessel Mark II Droid Interface	30-35	952	452-500	475-525	237-263	6	P/R Tier 3

COMPONENTS: DROID INTERFACES

DROID INTERFACE TYPE	COM. SPEED	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
<i>Incom Droid Interface Mark III</i>	30-35	952	452-500	475-525	237-263	6	P/R Tier 3
<i>Kuat Systems Engineering Mark III Droid Manager</i>	30-35	952	452-500	475-525	237-263	6	I/P/R Tier 3
<i>Mon Calamari Custom DK-2 Droid Interface</i>	30-35	952	452-500	475-525	237-263	6	P/R Tier 3
<i>Qualdex Droid Interface Mark III</i>	30-35	952	452-500	475-525	237-263	6	P/R Tier 3
<i>Sienar Design Systems Enhanced "Imperial 2" Droid Interface</i>	30-35	952	452-500	475-525	237-263	6	Imp. Tier 3
<i>Sienar Fleet Systems Military Grade Droid Interface</i>	39	1143	571	600	300	6	**
<i>Sienar Systems Droid Interface Mark III</i>	30-35	952	452-500	475-525	237-263	6	Imp. Tier 3
<i>SoroSuub Modified RAD-MK2 Droid Interface</i>	30-35	952	452-500	475-525	237-263	6	P/R Tier 3
<i>Hoersch-Kessel Mark III Droid Interface</i>	24-28	934	443-491	475-525	237-263	7	P/R Tier 4
<i>Incom Droid Interface Mark IV</i>	24-28	934	443-491	475-525	237-263	7	P/R Tier 4
<i>Kuat Systems Engineering Enhanced Manager Mark III</i>	24-28	934	443-491	475-525	237-263	7	P/R Tier 4
<i>Mon Calamari DK-3 Droid Interface</i>	24-28	934	443-491	475-525	237-263	7	P/R Tier 4
<i>Novaldex Droid Interface Mark IV</i>	24-28	934	443-491	475-525	237-263	7	P/R Tier 4
<i>Qualdex Modified Droid Interface Mark III</i>	24-28	934	443-491	475-525	237-263	7	P/R Tier 4
<i>Rendili "Imperator 2" Droid Interface</i>	24-28	934	443-491	475-525	237-263	7	Imp. Tier 4
<i>Sienar Design Systems "Imperial 3" Droid Interface</i>	24-28	934	443-491	475-525	237-263	7	Imp. Tier 4
<i>Sienar Fleet Systems "Imperial 3" Droid Interface</i>	24-28	934	443-491	475-525	237-263	7	Imp. Tier 4
<i>SoroSuub RAD-MK3 Droid Interface</i>	24-28	934	443-491	475-525	237-263	7	P/R Tier 4
<i>FreiTek Inc. Droid Commander Mark III</i>	36-41	1402	665-736	475-525	237-263	8	P/R Tier 4
<i>Hoersch-Kessel Mark IV Droid Interface</i>	36-41	1402	665-736	475-525	237-263	8	P/R Tier 4
<i>Incom Enhanced Droid Interface Mk4</i>	36-41	1402	665-736	475-525	237-263	8	P/R Tier 4
<i>Kuat Systems Engineering Advanced Manager Droid Interface</i>	36-41	1402	665-736	475-525	237-263	8	I/P/R Tier 4
<i>Mon Calamari DK-4 Droid Interface</i>	36-41	1402	665-736	475-525	237-263	8	P/R Tier 4
<i>Novaldex Custom Droid Interface Mark 4</i>	36-41	1402	665-736	475-525	237-263	8	P/R Tier 4
<i>Novaldex Low-Latency Droid Interface</i>	47	1682	841	600	300	8	**
<i>Qualdex Droid Interface Mark IV</i>	36-41	1402	665-736	475-525	237-263	8	P/R Tier 4
<i>Sienar Design Systems "Imperial 4" Droid Interface</i>	36-41	1402	665-736	475-525	237-263	8	Imp. Tier 4
<i>Sienar Systems Droid Interface Mark IV</i>	36-41	1402	665-736	475-525	237-263	8	Imp. Tier 4
<i>SoroSuub Echelon 1 Droid Interface</i>	36-41	1402	665-736	475-525	237-263	8	P/R Tier 4
<i>Cygnus "DP-44" Elite Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	**
<i>Hoersch-Kessel Advanced Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	P/R Master
<i>Incom "DX-61" Elite Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	**
<i>Incom Advanced Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	P/R Master
<i>Kuat Systems Engineering "Elite Manager 1" Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	I/P/R Master
<i>Mon Calamari Advanced Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	P/R Master
<i>Novaldex Advanced Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	P/R Master
<i>Qualdex Enhanced Droid Interface Mark 5</i>	29-33	1100	522-578	475-525	237-263	9	P/R Master
<i>Qualdex Integrated Droid Interface Array</i>	29-33	1100	522-578	475-525	237-263	9	**
<i>Rendili Elite "Imperator" Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	Imp. Master
<i>Sienar Design Systems "Imperial 5" Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	Imp. Master
<i>Sienar Fleet Systems "Imperial Finest" Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	**
<i>Sienar Fleet Systems Droid Interface Mark V</i>	29-33	1100	522-578	475-525	237-263	9	Imp. Master
<i>SoroSuub Echelon 2 Droid Interface</i>	29-33	1100	522-578	475-525	237-263	9	P/R Master
<i>FreiTek Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	P/R Master
<i>Hoersch-Kessel Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	P/R Master
<i>Incom "Supreme" Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	**
<i>Incom Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	P/R Master
<i>Kuat Systems Engineering "Elite Manager 2" Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	I/P/R Master
<i>Mon Calamari Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	P/R Master
<i>Novaldex Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	P/R Master
<i>Qualdex Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	P/R Master
<i>Sienar Design Systems Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	Imp. Master
<i>Sienar Design Systems Unknown Prototype Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	**
<i>Sienar Fleet Systems Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	Imp. Master
<i>SoroSuub Elite Droid Interface</i>	44-49	1651	784-867	475-525	237-263	10	P/R Master

ARMOR

	HIT POINTS	MASS	CERT.	LOOT LIST
Corellian Engineering Corporation Cheap Durasteel Plating	89-200	570-931	1	Priv. Tier 1/2
Gallofree Mark I Starfighter Armor	102-228	559-913	1	Reb. Tier 1
Incom Light Starship Plating	102-228	576-865	1	Reb. Tier 1
Incom Ultralight Armor Plating	160	488	1	**
Koensayr B5 Durasteel Armor	102-235	559-913	1	Priv. Tier 1/2
Koensayr B9 Durasteel Armor	102-228	546-911	1	P/R Tier 1/2
MandalMotors J5 Composite Armor	102-228	547-894	1	Priv. Tier 1/2
Mon Calamari Light Durasteel Weave	77-173	503-668	1	P/R Tier 1/2
Republic Sienar Systems Light Plastisteel Armor	115-215	559-913	1	Imp. Tier 1/2
Sienar Coated Plastisteel Armor	103-231	559-913	1	Imp. Tier 1/2
Sienar Enhanced Plastisteel Armor	102-228	559-913	1	Imp. Tier 1/2
Sienar Fleet Systems Light Durasteel Armor	131-198	559-913	1	Imp. Tier 1/2
SubPro Bargain Plastisteel ARmor	74-175	632-839	1	Priv. Tier 1/2
Baktoid G2 Spider Shell Armor	128-294	559-913	2	Priv. Tier 1/2
Baktoid MTT Prototype Armor	127-285	546-911	2	P/R Tier 1/2
Baktoid Shock Armor	127-285	547-894	2	Priv. Tier 1/2
Corellian Engineering Corporation Light Durasteel	127-285	559-913	2	Priv. Tier 1/2
Cygnus Light Armor Weave	127-285	559-913	2	Imp. Tier 1/2
FreiTek Inc. Deluxe Light Durasteel	112-250	502-820	2	Reb. Tier 1
Koensayr Reinforced B5 Durasteel Armor	127-285	576-865	2	Priv. Tier 1/2
Kuat Systems Engineering Intermediate Durasteel Plating	164-248	559-913	2	Priv. Tier 1/2
Kuat Systems Engineering Modified Light Durasteel	144-268	559-913	2	I/P Tier 1/2
MandalMotors Modified J5 Composite Armor	96-216	632-839	2	Priv. Tier 1/2
Mon Calamari Improved Light Durasteel Weave	127-285	433-723	2	P/R Tier 1/2
Rendili Tough Starship Plating	129-288	559-913	2	Imp. Tier 1/2
Slayn and Korpil Light Tech Weave	127-285	559-913	2	Reb. Tier 1
SoraSuub Improved Light Plastisteel Armor	127-285	547-894	2	P/R Tier 1/2
Corellian Engineering Corp. Reinforced Light Durasteel	177-397	552-1068	3	P/R Tier 2
Cygnus Standard Durasteel Weave	235-524	593-1147	3	Imp. Tier 2
FreiTek ES-4 Durasteel Armor	237-530	605-1165	3	Reb. Tier 2
FreiTek EW6 Prototype Armor	235-524	599-1156	3	Reb. Tier 2
Gallofree Mark II Starfighter Armor	265-493	593-1147	3	Reb. Tier 2
Incom Standard Plating	303-455	593-1147	3	Reb. Tier 2
Koensayr Promotional Edition B9 Durasteel	235-524	664-1286	3	P/R Tier 2
Koensayr Standard Durasteel Plating	235-524	621-1179	3	P/R Tier 2
Kuat Systems Engineering Standard Durasteel	235-524	593-1147	3	I/P Tier 2
MandalMotors J-14 Composite Armor	206-460	611-1174	3	Priv. Tier 2
MandalMotors J7 Composite Armor	235-524	593-1147	3	Priv. Tier 2
Sienar Fleet Systems Standard Durasteel	235-524	593-1147	3	Imp. Tier 2
SoraSuub Intermediate Plastisteel	236-540	593-1147	3	Priv. Tier 2
SubPro Improved Light Plastisteel	235-524	552-1068	3	P/R Tier 2
Alderaan Royal Plate Armor	297-662	605-1165	4	P/R Tier 2
Alderaan Royal Weave Armor	258-575	611-1174	4	P/R Tier 2
Corellian Engineering Corp. Standard Durasteel Plating	293-654	664-1286	4	P/R Tier 2
FreiTek Inc. Standard Armor	331-616	593-1147	4	Reb. Tier 2
Incom Modified Standard Plate	379-569	593-1147	4	Reb. Tier 2
Koensayr Enhanced Standard Durasteel	293-654	621-1179	4	P/R Tier 2
Koensayr Heavy Durasteel Armor	222-496	552-1068	4	P/R Tier 2
Kuat Systems Engineering Heavy Durasteel	293-654	593-1147	4	I/P Tier 2
MandalMotors Double Plated J7 Composite Armor	293-654	593-1147	4	Priv. Tier 2
MandalMotors IS Insulated Armor	293-654	599-1156	4	Priv. Tier 2
Sienar Design Systems Tri-Plate Armor System	293-654	593-1147	4	Imp. Tier 2
Sienar Fleet Systems Enhanced Standard Durasteel	293-654	593-1147	4	Imp. Tier 2
Sienar Fleet Systems Light Military Grade Durasteel	460	488	4	**
SoraSuub Special Edition Intermediate Durasteel	296-675	593-1147	4	P/R Tier 2
SubPro Standard Plastisteel Armor	293-654	552-1068	4	P/R Tier 2
Customized Trilon Armor	379-846	565-1244	5	I/P/R Tier 3
Koensayr Enhanced Heavy Durasteel	432-963	565-1244	5	I/P/R Tier 3
Koensayr Light Advanced Durasteel	327-729	532-1172	5	I/P/R Tier 3
Kuat Systems Engineering Modified Heavy Durasteel	432-963	579-1275	5	I/P/R Tier 3
MandalMotors Custom Heavy Composite	432-963	565-1244	5	I/P/R Tier 3
MandalMotors Heavy Composite	435-993	565-1244	5	I/P/R Tier 3

COMPONENTS: ARMOR

ARMOR TYPE	HIT POINTS	MASS	CERT.	LOOT LIST
SoroSuub Heavy Plastisteel	432-963	567-1257	5	I/P/R Tier 3
SubPro Improved Standard Durasteel	557-837	565-1244	5	I/P/R Tier 3
SubPro Light Plastisteel Armor	432-963	565-1244	5	I/P/R Tier 3
Unknown Trilon Armor	437-975	565-1244	5	I/P/R Tier 3
Corellian Engineering Corp. Triplate Armor	1270	1200	6	**
Corellian Heavy Durasteel	540-1204	588-1236	6	I/P/R Tier 3
Corellian Special Standard Durasteel	544-1242	565-1244	6	I/P/R Tier 3
Koensayr Advanced Durasteel	540-1204	565-1244	6	I/P/R Tier 3
Koensayr Limited Heavy Durasteel	540-1204	592-1217	6	I/P/R Tier 3
Kuat Systems Engineering Advanced Durasteel	547-1218	565-1244	6	I/P/R Tier 3
Kuat Systems Engineering Handcrafted Durasteel Plating	1270	1200	6	**
Kuat Systems Engineering Limited Heavy Durasteel	474-1058	584-1285	6	I/P/R Tier 3
MandalMotors Double Insulated I5	540-1204	565-1244	6	I/P/R Tier 3
MandalMotors Enhanced Heavy Composite	540-1204	579-1275	6	I/P/R Tier 3
SubPro Corrugated Durasteel Armor	540-1204	565-1244	6	I/P/R Tier 3
SubPro Reinforced Plastisteel Armor	610-1134	565-1244	6	I/P/R Tier 3
Corellian Advanced Durasteel	559-1245	523-1322	7	I/P/R Tier 4
Corellian Modified Heavy Durasteel	644-1434	523-1322	7	I/P/R Tier 4
Koensayr Supreme Durasteel	636-1417	510-1290	7	I/P/R Tier 4
Koensayr Thick Advanced Durasteel	636-1417	531-1344	7	I/P/R Tier 4
Kuat Systems Engineering Customized Advanced Durasteel	636-1417	549-1281	7	I/P/R Tier 4
Kuat Systems Engineering Supreme Durasteel	641-1462	523-1322	7	I/P/R Tier 4
MandalMotors Advanced Composite Armor	482-1073	514-1301	7	I/P/R Tier 4
MandalMotors Insulated I7	821-1232	523-1322	7	I/P/R Tier 4
SubPro Heavy Plastisteel	718-1335	535-1355	7	I/P/R Tier 4
SubPro Limited Heavy Plastisteel	636-1417	645-1200	7	I/P/R Tier 4
Corellian Improved Advanced Durasteel	898-1669	523-1322	8	I/P/R Tier 4
Corellian Supreme Durasteel	795-1771	553-1292	8	I/P/R Tier 4
Koensayr Limited Supreme Durasteel	602-1342	510-1290	8	I/P/R Tier 4
Koensayr Special Supreme Durasteel	1026-1540	506-1279	8	I/P/R Tier 4
Kuat Systems Engineering Elite Durasteel	795-1771	562-1283	8	I/P/R Tier 4
Kuat Systems Engineering Modified Supreme Durasteel	795-1771	518-1312	8	I/P/R Tier 4
MandalMotors Double Insulated I7	795-1771	738-1107	8	I/P/R Tier 4
MandalMotors Reinforced Advanced Composite	795-1771	531-1344	8	I/P/R Tier 4
Republic Sienar Systems Special Durasteel	1869	1275	8	**
SubPro Advanced Plastisteel	795-1771	523-1322	8	I/P/R Tier 4
SubPro Experimental Advanced Plastisteel	795-1771	523-1322	8	I/P/R Tier 4
Corellian Elite Durasteel	567-1264	488-1402	9	I/P/R Master
Corellian Reinforced Supreme Durasteel	749-1669	492-1413	9	I/P/R Master
Koensayr Elite Plastisteel	749-1669	677-1258	9	I/P/R Master
Koensayr Improved Elite Plastisteel	749-1669	496-1424	9	I/P/R Master
MandalMotors Corrugated Plastisteel	749-1669	731-1219	9	**
MandalMotors Modified Supreme Composite	749-1669	567-1323	9	I/P/R Master
MandalMotors Supreme Composite	658-1466	484-1391	9	I/P/R Master
Rendili Crystalline Durasteel Plating	749-1669	492-1413	9	**
Sienar Fleet Systems "Imperial Finest" Durasteel	749-1669	742-908	9	**
SoroSuub "Spider-Shell" Armor Plating	749-1669	742-908	9	**
SoroSuub Advanced Plastisteel	967-1451	562-1313	9	I/P/R Master
SoroSuub Enhanced Advanced Plastisteel	846-1572	492-1413	9	I/P/R Master
SubPro Enhanced Supreme Plastisteel	749-1669	496-1424	9	I/P/R Master
Subpro Supreme Plastisteel	755-1722	492-1413	9	I/P/R Master
Corellian Enhanced Elite Plastisteel	948-2111	492-1413	10	I/P/R Master
MandalMotors Elite Composite	709-1580	484-1391	10	I/P/R Master
MandalMotors Enhanced Elite Composite	1208-1814	567-1323	10	I/P/R Master
Mon Calamari Advanced Weave	944-2152	492-1413	10	I/P/R Master
Mon Calamari Elite Weave	823-1833	488-1402	10	I/P/R Master
Mon Calamari Supreme Weave	936-2086	562-1313	10	I/P/R Master
Sienar Design Systems "Impervious" Imperial Durasteel	1078-2003	776-949	10	**
Slayn and Korpil Flexsteel Multi-Layer Armor	936-2086	731-1219	10	**
SoroSuub Elite Plastisteel	936-2086	677-1258	10	I/P/R Master
SoroSuub Modified Elite Plastisteel	936-2086	496-1424	10	I/P/R Master
SubPro Elite Plastisteel	1057-1965	492-1413	10	I/P/R Master
SubPro Special Elite Plastisteel	936-2086	496-1424	10	I/P/R Master

SHIELDS

	SHIELD HP (F/R)	RECHARGE	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
(Unknown) Advanced Dual Deflector System	131-269	1-2	150	71-79	1789-3323	408-614	1	P/R Tier 1
(Unknown) Dual Deflector System	131-269	1-2	150	71-79	1789-3323	408-614	1	P/R Tier 1
Armek Plasma Shell Deflector Shields	131-269	1-3	150	71-79	1787-3713	440-660	1	Priv. Tier 1
Cygnus Mark I Shields	131-269	1-2	150	71-79	1789-3323	408-614	1	Imp. Tier 1
Incom Deflector Screen Mark 5	131-269	1-2	150	72-78	1789-3323	408-614	1	Reb. Tier 1
Incom Deflector Screen Mark 9	131-269	1-2	150	72-78	1789-3323	408-614	1	Reb. Tier 1
Incom Deflector Screen Mark 2	131-269	1-2	150	72-78	1789-3323	408-614	1	Reb. Tier 1
Koensayr M1 Deflector Shield	136-264	1-2	150	72-78	2044-3068	460-563	1	Priv. Tier 1
Kuat Systems Engineering Mark I Military Shield Generator	180-270	1-2	150	71-79	1789-3323	408-614	1	I/P Tier 1
MandalMotors "Protector Class" Shields Mk1	115-235	1-2	195	90-105	1789-3323	408-614	1	Priv. Tier 1
Mon Calamari "Ion-Web A" Deflector Shields	142-283	1-2	165	78-87	1789-3323	408-614	1	P/R Tier 1
Sienar Systems GX Elite Deflector	130-270	1-2	135	64-71	1837-3413	420-630	1	Imp. Tier 1
Sienar Systems GX3 Deflector	130-270	1-2	150	71-79	1789-3323	408-614	1	Imp. Tier 1
Sienar Systems GX7 Deflector	130-270	1-2	143	67-75	1789-3323	408-614	1	Imp. Tier 1
(Unknown) Proton Projector Shield	170-330	1-3	188	90-98	2044-3068	460-563	2	Priv. Tier 1
Armek Plasma Shell Deflector Shields (S2 Elite)	163-337	1-3	188	89-99	1789-3323	408-614	2	Priv. Tier 1
Cygnus Special Mark I Shields	164-336	1-3	188	90-97	1789-3323	408-614	2	Imp. Tier 1
Incom Rayshield R4	162-338	1-3	188	89-99	1789-3323	408-614	2	Reb. Tier 1
Incom Rayshield R7	162-338	1-3	178	84-94	1789-3323	408-614	2	Reb. Tier 1
Koensayr Improved Deflector Shield M1	164-336	1-3	188	89-99	1789-3323	460-563	2	P/R Tier 1
Kuat Systems Eng. Enhanced Mark I Military Shield Generator	164-336	1-3	188	89-99	2044-3068	408-614	2	I/P Tier 1
MandalMotors Double "Protector Class" Shields Mk1	164-336	1-3	188	90-97	1789-3323	408-614	2	P/R Tier 1
Mon Calamari Deluxe "Ion-Web A" Deflector Shields	164-336	1-3	188	90-97	1789-3323	408-614	2	P/R Tier 1
Sienar Proton Screen (Abandoned Prototype)	162-338	1-3	169	80-89	1837-3413	420-630	2	Imp. Tier 1
Sienar Systems Proton Screen (Marketing Prototype)	164-336	1-3	188	89-99	1789-3323	408-614	2	Imp. Tier 1
Holosteel X1 Shielding System	299-621	2-5	328	155-173	1876-3486	428-644	3	I/P/R Tier 2
Holosteel X2 Shielding System	299-621	2-5	311	147-164	1925-3575	440-660	3	I/P/R Tier 2
Incom Rayshield (Experimental)	303-617	2-5	345	163-182	1876-3486	482-590	3	Reb. Tier 2
Incom Rayshield (Second-generation Experimental)	303-617	2-5	345	163-182	2144-3218	428-644	3	Reb. Tier 2
Incom Rayshield X5 Prototype	303-617	2-5	345	167-178	1876-3486	428-644	3	Reb. Tier 2
Koensayr Deflector Shield M2	301-619	3-5	345	163-182	1876-3486	428-644	3	P/R Tier 2
Kuat Systems Engineering Mark II Military Shield Generator	312-608	2-5	345	165-180	2144-3218	482-590	3	I/P Tier 2
MandalMotors "Flexshield" KS-1	303-617	3-5	345	163-182	1876-3486	428-644	3	Priv. Tier 2
Mon Calamari Deluxe "Ion-Web B" Deflector Shields	414-621	2-5	345	163-182	1876-3486	428-644	3	P/R Tier 2
Sienar Systems Elite Reflector System	303-617	2-5	345	167-178	1876-3486	428-644	3	Imp. Tier 1/2
Sienar Systems Experimental Reflector (Unreleased)	299-621	2-5	345	163-182	1876-3486	428-644	3	Imp. Tier 2
Sienar Systems Standard Reflector Array	303-617	2-5	345	167-178	1876-3486	428-644	3	Imp. Tier 2
Cygnus Mark II Shields	378-772	3-6	431	209-223	1876-3486	428-644	4	Imp. Tier 2
Incom "K-77" Shield Generator	898	4	518	259	2681	536	4	**
Incom Rayshield X7	409-813	2-6	474	225-250	1876-3486	428-644	4	Reb. Tier 2
Incom Rayshield X9	378-772	3-6	431	204-227	1876-3486	428-644	4	Reb. Tier 2
Koensayr "DS-23" Reactor	898	4	518	259	2681	536	4	**
MandalMotors "Flexshield" KS-3	331-675	2-6	561	260-300	1876-3486	428-644	4	Priv. Tier 2
Mon Calamari Standard Shield	378-772	3-6	431	209-223	1876-3486	428-644	4	P/R Tier 2
Rendili Dual-Projector Shield Generator	898	4	518	259	2681	536	4	**
Rendili Standard Deflector Shield	373-777	3-6	431	204-227	1876-3486	428-644	4	Imp. Tier 2
Sienar Fleet Systems Deluxe Imperial Standard Shields	378-772	3-6	431	204-227	2144-3218	428-644	4	Imp. Tier 2
Sienar Fleet Systems Imperial Standard Shields	378-772	3-6	431	204-227	1876-3486	482-590	4	Imp. Tier 2
Taim & Bok Standard Shields	378-772	3-7	431	204-227	1868-3882	460-690	4	P/R Tier 2
Armek Plasma Shell S3 Shield Generator	557-1136	4-9	635	301-334	2244-3368	448-674	5	P/R Tier 2/3
Cygnus Improved Mark II Shields	557-1136	5-10	635	301-334	1950-4050	480-720	5	Imp. Tier 3
Incom Rayshield X12	761-1143	4-9	635	301-334	1964-3648	448-674	5	P/R Tier 3
Incom Rayshield Z1	488-994	4-8	825	383-442	1964-3648	448-674	5	P/R Tier 3
Koensayr Deflector M3	575-1118	5-8	635	304-331	2244-3368	505-618	5	P/R Tier 3
Kuat Systems Engineering Mark III Deflector Shields	557-1136	4-9	635	301-334	1964-3648	505-618	5	I/P/R Tier 3
MandalMotors "Flexshield" KS-18	554-1139	5-8	635	301-334	1964-3648	448-674	5	P/R Tier 3
MandalMotors Flexshield Ks-5 Shields	557-1136	4-8	635	307-327	1964-3648	448-674	5	P/R Tier 3
Sienar Fleet Systems Imperial Heavy Shields	602-1197	4-8	698	331-367	1964-3648	448-674	5	Imp. Tier 3

COMPONENTS: SHIELDS

SHIELD TYPE	SHIELD HP (F/R)	RECHARGE	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
<i>Sienar Fleet Systems Modified Imperial Heavy Deflectors</i>	557-1136	4-9	635	301-334	1964-3648	448-674	5	Imp. Tier 3
<i>Armek Plasma Shell S6 Shield Generator</i>	610-1242	5-10	1032	479-552	1964-3648	448-674	6	P/R Tier 3
<i>Cygnus Mark III Shields</i>	719-1397	6-10	794	380-413	2244-3368	505-618	6	Imp. Tier 3
<i>Incom Rayshield Z5</i>	687-1429	5-11	754	358-396	1964-3648	448-674	6	P/R Tier 3
<i>Incom Rayshield Z7</i>	687-1429	5-11	714	339-375	2012-3738	460-690	6	P/R Tier 3
<i>Koensayr Deflector M6</i>	687-1429	5-11	794	376-417	1964-3648	448-674	6	P/R Tier 3
<i>Kuat Systems Engineering Mark IV Deflector Shields</i>	952-1429	5-11	794	376-417	1964-3648	448-674	6	I/P/R Tier 3
<i>MandalMotors Flexshield Ks-25 Shields</i>	697-1419	5-11	794	384-409	1964-3648	448-674	6	P/R Tier 3
<i>Phased Fullerine FX12 Shield System</i>	697-1419	5-11	794	384-409	1964-3648	448-674	6	I/P/R Tier 3
<i>Sienar Fleet Systems Advanced Shield</i>	697-1419	7-10	794	376-417	1964-3648	448-674	6	Imp. Tier 3
<i>Sienar Fleet Systems Limited Advanced Shields</i>	692-1424	7-10	794	376-417	1964-3648	448-674	6	Imp. Tier 3
<i>Cygnus Mark IV Shields</i>	821-1671	7-12	934	453-482	2051-3811	468-704	7	Imp. Tier 4
<i>Incom Rayshield Advanced</i>	821-1671	7-12	934	443-491	2051-3811	527-645	7	P/R Tier 4
<i>Koensayr Deflector M8</i>	821-1671	7-13	934	443-491	2031-4219	500-750	7	P/R Tier 4
<i>Kuat Systems Engineering Mark V Deflector Shields</i>	821-1671	6-13	934	453-482	2051-3811	468-704	7	I/P/R Tier 4
<i>MandalMotors Flexshield Ks-7 Shields</i>	821-1671	7-12	934	443-491	2051-3811	468-704	7	P/R Tier 4
<i>Mon Calamari Ionweb Heavy Shields</i>	809-1682	7-12	934	443-491	2051-3811	468-704	7	P/R Tier 4
<i>Phased Fullerine FX27 Deflector Array</i>	886-1761	6-12	1028	488-540	2051-3811	468-704	7	I/P/R Tier 4
<i>Sienar Fleet Systems Imperial Special Forces Shields</i>	821-1671	7-12	934	443-491	2344-3518	468-704	7	Imp. Tier 4
<i>Sienar Fleet Systems Modified Imperial Special Forces Deflectors</i>	821-1671	7-12	934	453-482	2051-3811	468-704	7	Imp. Tier 4
<i>Taim & Bak Heavy</i>	809-1682	7-12	888	421-467	2051-3811	468-704	7	P/R Tier 4
<i>Armek "Plasma Web" Shield Generator</i>	2433	12	1402	701	2931	586	8	**
<i>Cygnus "Holoscreen" Shield Generator</i>	2433	12	1402	701	2931	586	8	**
<i>Gallofree Defender 2 Shield Generator</i>	1108-2201	7-14	1285	610-675	2051-3811	468-704	8	P/R Tier 4
<i>Incom Techscreen 1 Shield Generator</i>	1059-2056	9-15	1168	560-608	2344-3518	527-645	8	P/R Tier 4
<i>Koensayr Deflector Advanced</i>	1020-2095	10-15	1168	554-614	2051-3811	468-704	8	P/R Tier 4
<i>Kuat Systems Engineering Mark VI Deflector Shields</i>	1026-2089	8-15	1168	554-614	2051-3811	468-704	8	I/P/R Tier 4
<i>MandalMotors Flexshield Kx-1 Shields</i>	1026-2089	10-15	1168	554-614	2051-3811	468-704	8	P/R Tier 4
<i>Mon Calamari Ionweb Advanced Shields</i>	1026-2089	9-17	1168	554-614	2031-4219	500-750	8	P/R Tier 4
<i>Phased Fullerine FX92 Energy Shield</i>	1012-2103	8-16	1051	499-552	2100-3900	480-720	8	I/P/R Tier 4
<i>Sienar Fleet Systems Polyweb 4 Shield</i>	1401-2103	8-15	1168	554-614	2051-3811	468-704	8	Imp. Tier 4
<i>Sienar Fleet Systems Polyweb 6 Shield</i>	898-1828	8-14	1518	706-813	2051-3811	468-704	8	Imp. Tier 4
<i>Taim & Bak Advanced</i>	1026-2089	8-15	1168	554-614	2051-3811	527-645	8	P/R Tier 4
<i>Taim & Bak Military-Grade Shield Generator</i>	2433	12	1402	701	2931	586	8	**
<i>(Experimental) Interlaced Graviton Protection Grid</i>	966-1968	8-15	1100	533-567	2139-3973	488-734	9	I/P/R Master
<i>(Unknown Manufacturer) Proton Interweave Shielding System</i>	966-1968	9-16	1100	522-578	2031-4219	500-750	9	**
<i>Armek Plasma Shell Elite Shield Generator</i>	1044-2074	7-14	1210	574-636	2139-3973	488-734	9	P/R Master
<i>Cygnus Experimental Shield Generation System</i>	966-1968	8-15	1100	522-578	2444-3668	488-734	9	**
<i>Cygnus Mark V Shields</i>	961-1974	10-14	1100	522-578	2139-3973	488-734	9	Imp. Master
<i>Incom "Rayshield Overdriver" Shield Generator</i>	966-1968	8-15	1100	522-578	2139-3973	488-734	9	**
<i>Incom Techscreen 2 Shield Generator</i>	953-1981	8-15	1045	496-549	2139-3973	488-734	9	P/R Master
<i>Koensayr Modified Deflector Advanced</i>	953-1981	8-15	1100	522-578	2139-3973	488-734	9	P/R Master
<i>Kuat Systems Engineering Mark VII Deflector Shields</i>	997-1937	8-14	1100	528-573	2444-3668	550-673	9	I/P/R Master
<i>Mon Calamari Ionweb Elite Shields</i>	1320-1981	8-15	1100	522-578	2139-3973	488-734	9	P/R Master
<i>Sienar Fleet Systems "Mega Polyweb" Shield Generator</i>	966-1968	8-15	1100	522-578	2139-3973	550-673	9	**
<i>Sienar Fleet Systems Modified Polyweb Advanced Deflectors</i>	966-1968	10-14	1100	522-578	2139-3973	488-734	9	Imp. Master
<i>Sienar Fleet Systems Polyweb Advanced Shield</i>	953-1981	8-15	990	470-520	2100-3900	480-720	9	Imp. Master
<i>Taim & Bak Enhanced Advanced</i>	846-1722	7-13	1430	665-766	2139-3973	488-734	9	P/R Master
<i>Armek Plasma Shell Elite 2 Shield Generator</i>	1247-2421	10-18	1375	660-716	2444-3668	550-673	10	P/R Master
<i>Cygnus Elite Shield Generator</i>	1192-2476	10-18	1307	620-687	2139-3973	488-734	10	Imp. Master
<i>Gallofree Defender Elite Shield Generator</i>	1650-2476	10-18	1375	653-723	2139-3973	488-734	10	P/R Master
<i>Incom Techscreen Elite Shield Generator</i>	1208-2460	10-18	1375	667-709	2139-3973	488-734	10	P/R Master
<i>Koensayr Deflector Elite</i>	1208-2460	10-18	1375	667-709	2139-3973	488-734	10	P/R Master
<i>Kuat Systems Engineering Elite Shield Generator</i>	1192-2476	10-18	1238	588-650	2100-3900	480-720	10	I/P/R Master
<i>Mon Calamari Ionweb Elite 2 Shields</i>	1208-2460	12-18	1375	653-723	2139-3973	488-734	10	P/R Master
<i>Sienar Design Systems "Secret Ops" Shield Generation System</i>	1305-2592	9-17	1513	718-795	2139-3973	488-734	10	**
<i>Sienar Fleet Systems Custom Polyweb Elite Shields</i>	1192-2476	10-18	1375	653-723	2139-3973	488-734	10	Imp. Master
<i>Sienar Fleet Systems Polyweb Elite Shield</i>	1208-2460	10-18	1375	667-709	2139-3973	488-734	10	Imp. Master
<i>SoroSuub Ion-Mesh Projection System</i>	1057-2152	9-17	1788	831-957	2139-3973	488-734	10	**
<i>Taim & Bak Elite</i>	1201-2467	12-18	1375	653-723	2139-3973	488-734	10	P/R Master

WEAPONS

Abbreviations: Bl. (Blaster) / Cn. (Cannon).

WEAPON TYPE	DAMAGE/ SHOT	VERSUS SHIELD	VERSUS ARMOR	ENERGY/ SHOT	REFIRE DELAY	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
Corellian Cruiser-Grade Mark I Bl.	265-446	47-53%	47-53%	16-24	0.32-0.36	180	85-95	1660-2340	415-585	1	Priv. Tier 1
Cygnus Mark I "Destroyer" Bl.	255-437	47-53%	47-53%	16-24	0.32-0.36	150	71-79	1660-2340	415-585	1	Imp. Tier 1
Incom Light Bl.	255-437	47-53%	47-53%	16-24	0.32-0.36	135	64-71	1660-2340	415-585	1	Reb. Tier 1
Koensayr Light Disruptor	229-394	28-32%	66-74%	16-24	0.32-0.36	150	71-79	1494-2106	373-527	1	P/R Tier 1
Kuat Systems Engineering Light Disruptor	255-437	28-32%	66-74%	16-24	0.32-0.36	150	71-79	1610-2270	402-568	1	I/P Tier 1
MandalMotors Light Bl.	347-469	50%	50%	20	0.34	180	90	2400	600	1	**
MandalMotors Mark I "Mangler" Cn.	256-458	47-53%	47-53%	16-24	0.32-0.36	150	71-79	1826-2574	456-644	1	Priv. Tier 1
Sienar Design Systems Imperial Bl.	255-437	47-53%	47-53%	16-24	0.32-0.36	165	78-87	1660-2340	415-585	1	Imp. Tier 1
Sienar Fleet Systems Imperial Bl.	255-437	47-53%	47-53%	16-24	0.32-0.36	165	78-87	1660-2340	415-585	1	Imp. Tier 1
Slayn & Korpil Light Iancannon	255-437	66-74%	28-32%	16-24	0.32-0.36	150	71-79	1660-2340	415-585	1	P/R Tier 1
SubPro Light Ion Cn.	255-437	66-74%	28-32%	16-24	0.32-0.36	150	71-79	1660-2340	415-585	1	P/R Tier 1
Incom "Shredder" Cn.	319-546	59-66%	59-66%	21-30	0.4-0.45	206	97-109	1660-2340	415-585	2	Reb. Tier 1
Incom Starship Bl.	287-492	59-66%	59-66%	21-30	0.4-0.45	188	89-99	1494-2106	373-527	2	Reb. Tier 1
Koensayr Tuned Light Disruptor	319-546	35-40%	83-92%	21-30	0.4-0.45	188	89-99	1660-2340	415-585	2	P/R Tier 1
MandalMotors Enhanced "Mangler" Cn.	332-558	59-66%	59-66%	21-30	0.4-0.45	225	106-119	1660-2340	415-585	2	Priv. Tier 1
Mon Calamari Light Bl.	315-551	59-66%	59-66%	21-30	0.4-0.45	188	89-99	1593-2247	393-567	2	P/R Tier 1
Sienar Systems Ion Cn.	321-573	83-92%	35-40%	21-30	0.4-0.45	188	89-99	1826-2574	456-644	2	Imp. Tier 1
Sienar Systems Linked Laser Cn.	319-546	59-66%	59-66%	21-30	0.4-0.45	206	97-109	1660-2340	415-585	2	Imp. Tier 1
Sienar Systems Starship Disruptor	319-546	35-40%	83-92%	21-30	0.4-0.45	188	89-99	1660-2340	415-585	2	Imp. Tier 1
Slayn & Korpil Deluxe Light Iancannon	319-546	83-92%	35-40%	21-30	0.4-0.45	188	89-99	1660-2340	415-585	2	Reb. Tier 1
SubPro Improved Light Ion Cn.	319-546	83-92%	35-40%	21-30	0.4-0.45	188	89-99	1610-2270	402-568	2	Reb. Tier 1
Cygnus "Destroyer" Class Bl. Mk2	535-961	47-53%	47-53%	18-27	0.32-0.36	380	180-200	1743-2457	435-615	3	Imp. Tier 2
FreiTek Inc. "Cannoneer" Mk1	535-961	47-53%	47-53%	18-27	0.32-0.36	345	163-182	1743-2457	435-615	3	Reb. Tier 2
Haar Chall Speedblaster Cn.	535-961	47-53%	47-53%	18-27	0.32-0.36	345	163-182	1743-2457	435-615	3	Priv. Tier 2
INCOM Long-Range Disruptor	535-961	28-32%	66-74%	18-27	0.32-0.36	345	163-182	1743-2457	435-615	3	Reb. Tier 2
Koensayr Ion-Accelerator Cn.	535-961	47-53%	47-53%	18-27	0.32-0.36	345	163-182	1743-2457	435-615	3	P/R Tier 2
Kuat Systems Engineering Double Bl.	535-961	47-53%	47-53%	18-27	0.32-0.36	311	147-164	1743-2457	435-615	3	I/P Tier 2
MandalMotors QV-3 Disruptor	482-865	38-42%	57-63%	18-27	0.32-0.36	345	163-182	1577-2223	394-556	3	P/R Tier 2
Sienar Fleet Systems Imperial-2 Bl.	539-1008	47-53%	47-53%	18-27	0.32-0.36	345	163-182	1909-2691	477-673	3	Imp. Tier 2
Slayn & Korpil Ion Cn.	535-961	66-74%	28-32%	18-27	0.32-0.36	345	163-182	1743-2457	435-615	3	Reb. Tier 2
SubPro Tri-Cn.	535-961	47-53%	47-53%	18-27	0.32-0.36	380	180-200	1743-2457	435-615	3	P/R Tier 2
Cygnus "Starblaster" Disruptor	913-1288	63%	63%	28	0.43	518	259	2600	650	4	**
Hoersch-Kessel "Scorcher" Cn.	669-1202	59-66%	59-66%	23-33	0.4-0.45	474	225-250	1743-2457	435-615	4	I/P/R Tier 2
Hoersch-Kessel Military-Grade Bl.	913-1288	63%	63%	28	0.43	518	259	2600	650	4	**
Incom TT8 Blasters	697-1227	59-66%	59-66%	23-33	0.4-0.45	518	245-272	1743-2457	435-615	4	Reb. Tier 2
Koensayr Deluxe Ion-Accelerator Cn.	669-1202	59-66%	59-66%	23-33	0.4-0.45	388	184-204	1743-2457	435-615	4	P/R Tier 2
Kuat Drive Yards "Pounder" Mk1	602-1082	59-66%	59-66%	23-33	0.38-0.43	431	204-227	1577-2223	394-556	4	I/P Tier 2
MandalMotors "Super-Mangler" Cn.	669-1202	59-66%	59-66%	23-33	0.4-0.45	431	204-227	1743-2457	435-615	4	**
Rendili FR-9 Disruptor Cn.	669-1202	59-66%	59-66%	23-33	0.4-0.45	431	204-227	1743-2457	435-615	4	Imp. Tier 2
Sienar Fleet Systems Improved Imp. Bl.	662-1212	59-66%	59-66%	23-33	0.4-0.45	431	204-227	1676-2364	414-596	4	Imp. Tier 2
SubPro "Triple Bl." Advanced Flash Cn.	669-1202	59-66%	59-66%	23-33	0.4-0.45	431	204-227	1743-2457	435-615	4	P/R Tier 2
SubPro Modified Tri-Cn.	669-1202	59-66%	59-66%	23-33	0.4-0.45	431	204-227	1743-2457	435-615	4	P/R Tier 2
Taim & Bak "Ion Driver"	913-1288	63%	63%	28	0.43	518	259	2600	650	4	**
Taim & Bak IX4 Laser Cn.	669-1202	59-66%	59-66%	23-33	0.4-0.45	431	204-227	1693-2387	423-597	4	P/R Tier 2
ArMek SW-4 Ion Cn.	945-1776	47-53%	47-53%	20-29	0.32-0.36	635	301-334	1826-2574	456-644	5	P/R Tier 3
Hoersch-Kessel "Scorcher 2"	945-1776	47-53%	47-53%	20-29	0.32-0.36	635	301-334	1826-2574	456-644	5	P/R Tier 3
Incom TT13 Blasters	945-1776	47-53%	47-53%	20-29	0.32-0.36	571	271-300	1826-2574	456-644	5	P/R Tier 3
Koensayr Ion Accelerator 2 Cn.	945-1776	61-69%	33-37%	20-29	0.32-0.36	635	301-334	1826-2574	456-644	5	P/R Tier 3
MandalMotors QV-5 Disruptor	951-1862	33-37%	61-69%	20-29	0.32-0.36	635	301-334	1992-2808	498-702	5	P/R Tier 3
Rendili Fr13 Disruptor	945-1776	38-42%	57-63%	20-29	0.32-0.36	698	331-367	1826-2574	456-644	5	Imp. Tier 3
Republic Sienar Systems Imperial Cn.	945-1776	47-53%	47-53%	20-29	0.32-0.36	698	331-367	1826-2574	456-644	5	Imp. Tier 3
Sienar Fleet Systems Imperial Bl. 3	850-1599	47-53%	47-53%	20-29	0.32-0.36	635	301-334	1660-2340	415-585	5	Imp. Tier 3
SubPro Advanced Cn.	945-1776	47-53%	47-53%	20-29	0.32-0.36	635	301-334	1826-2574	456-644	5	P/R Tier 3
Taim & Bak IX5 Laser Cn.	945-1776	47-53%	47-53%	20-29	0.32-0.36	635	301-334	1826-2574	456-644	5	P/R Tier 3
ArMek SW-6 Ion Cn.	1181-2220	59-66%	59-66%	25-37	0.4-0.45	794	376-417	1826-2574	456-644	6	P/R Tier 3
Hoersch-Kessel "Scorcher 3"	1477-2775	59-66%	59-66%	30-44	0.4-0.45	794	376-417	1826-2574	456-644	6	P/R Tier 3

COMPONENTS: WEAPONS

WEAPON TYPE	DAMAGE/ SHOT	VERSUS SHIELD	VERSUS ARMOR	ENERGY/ SHOT	REFIRE DELAY	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
Incom Advanced Bl.	1181-2220	59-66%	59-66%	25-37	0.4-0.45	714	339-375	1826-2574	456-644	6	P/R Tier 3
Koensayr Ion Accelerator 3 Cn.	1181-2220	59-66%	59-66%	25-37	0.4-0.45	794	376-417	1826-2574	456-644	6	P/R Tier 3
MandalMotors Annihilator Mk1	1189-2328	59-66%	59-66%	25-37	0.4-0.45	794	376-417	1992-2808	498-702	6	P/R Tier 3
Mark II Subpro Tripleblaster	1181-2220	59-66%	59-66%	27-40	0.38-0.43	794	376-417	1826-2574	456-644	6	P/R Tier 3
Rendili Sc3 Disruptor	1181-2220	59-66%	59-66%	25-37	0.4-0.45	873	414-459	1826-2574	456-644	6	Imp. Tier 3
Sienar Design Systems Imperial Bl. 2	1181-2220	59-66%	59-66%	25-37	0.4-0.45	873	414-459	1826-2574	456-644	6	Imp. Tier 3
Sienar Fleet Systems Imperial Bl. 4	1063-1998	59-66%	59-66%	25-37	0.4-0.45	794	376-417	1660-2340	415-585	6	Imp. Tier 3
Taim & Bak KX5 Laser Cn.	1181-2220	59-66%	59-66%	25-37	0.4-0.45	794	376-417	1826-2574	456-644	6	P/R Tier 3
ArMek SW-8 Ion Cn.	1260-2482	47-53%	47-53%	22-32	0.32-0.36	934	443-491	1743-2457	435-615	7	P/R Tier 4
Corellian 1D Servo Turrets	1400-2757	47-53%	47-53%	22-32	0.32-0.36	934	443-491	1909-2691	477-673	7	P/R Tier 4
Hoersch-Kessel "Scorcher Heavy"	1400-2757	57-63%	57-63%	24-35	0.38-0.43	934	443-491	1909-2691	477-673	7	P/R Tier 4
Incom Heavy Bl.	1400-2757	47-53%	47-53%	22-32	0.32-0.36	1028	488-540	1909-2691	477-673	7	P/R Tier 4
MandalMotors Annihilator Mk2	1400-2757	47-53%	47-53%	22-32	0.32-0.36	934	443-491	1909-2691	477-673	7	P/R Tier 4
Rendili Sc8 Disruptor	1400-2891	57-63%	38-42%	22-32	0.32-0.36	934	443-491	2075-2925	518-732	7	Imp. Tier 4
Sienar Design Sys. Imp. Special Forces Cn.	1400-2757	47-53%	47-53%	22-32	0.32-0.36	1028	488-540	1909-2691	477-673	7	Imp. Tier 4
Sienar Design Systems "Boltdriver"	1909-2954	50%	50%	27	0.34	1121	561	2800	700	7	**
Sienar Fleet Systems L-s1 Laser Cn.	1400-2757	47-53%	47-53%	22-32	0.32-0.36	934	443-491	1909-2691	477-673	7	Imp. Tier 4
Subpro Tripleblaster Mark3	1400-2757	47-53%	47-53%	22-32	0.32-0.36	934	443-491	1909-2691	477-673	7	P/R Tier 4
Taim & Bak KX8 Laser Cn.	1400-2757	57-63%	42-48%	22-32	0.32-0.36	841	399-442	1909-2691	477-673	7	P/R Tier 4
ArMek SW-7a Ion Cn.	1751-3446	59-66%	59-66%	28-40	0.4-0.45	1051	499-552	1909-2691	477-673	8	P/R Tier 4
Borstel Disruptor	2387-3693	63%	63%	14	0.43	1402	701	2800	700	8	**
Corellian AG-1G Laser Cannons	1575-3102	59-66%	59-66%	28-40	0.4-0.45	1168	554-614	1743-2457	435-615	8	P/R Tier 4
Cygnus "Eroicator 1" Disruptor	1762-3613	59-66%	59-66%	28-40	0.4-0.45	1168	554-614	2075-2925	518-732	8	Imp. Tier 4
Gyrhil 72 Twin Auto-Blasters	1751-3446	59-66%	59-66%	28-40	0.4-0.45	1168	554-614	1909-2691	477-673	8	P/R Tier 4
Hoersch-Kessel "Scorcher Advanced"	1751-3446	59-66%	59-66%	28-40	0.4-0.45	1168	554-614	1909-2691	477-673	8	P/R Tier 4
Incom "Tri-Cn."	2387-3693	63%	63%	14	0.43	1402	701	2800	700	8	**
MandalMotors Heavy Annihilator	1751-3446	59-66%	59-66%	28-40	0.4-0.45	1168	554-614	1909-2691	477-673	8	P/R Tier 4
Sienar Design Sys. Hvy. Imp. Spc Forces Cn.	1751-3446	59-66%	59-66%	29-42	0.38-0.43	1402	665-736	1909-2691	477-673	8	Imp. Tier 4
Sienar Fleet Sys. Imp. Special Forces Bl.	1751-3446	59-66%	59-66%	28-40	0.4-0.45	1285	610-675	1909-2691	477-673	8	Imp. Tier 4
Subpro/INCOM Quad Bl.	1751-3446	59-66%	59-66%	28-40	0.4-0.45	1168	554-614	1909-2691	477-673	8	P/R Tier 4
Taim & Bak Ht-12 Heavy Laser Cn.	1751-3446	59-66%	59-66%	28-40	0.4-0.45	1168	554-614	1909-2691	477-673	8	P/R Tier 4
Armek Advanced	1743-3595	57-63%	42-48%	24-35	0.32-0.36	990	470-520	1992-2808	498-702	9	P/R Master
Borstel RG9 Laser Cn.	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1100	522-578	1992-2808	498-702	9	I/P/R Master
Hoersch-Kessel "Scorcher Elite"	1743-3595	57-63%	57-63%	26-38	0.38-0.43	1100	522-578	1992-2808	498-702	9	P/R Master
Incom Dual-Core Flashcannon	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1100	522-578	1992-2808	498-702	9	**
Incom Heavy Quad Bl.	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1100	522-578	1992-2808	498-702	9	P/R Master
Koensayr Ion Accelerator Advanced Cn.	1755-3769	57-63%	38-42%	24-35	0.32-0.36	1100	522-578	2158-3042	539-761	9	P/R Master
MandalMotors Advanced Annihilator	1743-3595	51-59%	51-59%	24-35	0.33-0.38	1100	522-578	1992-2808	498-702	9	P/R Master
Rendili "Prototype X" Disruptor	1743-3595	57-63%	42-48%	24-35	0.32-0.36	990	470-520	1992-2808	498-702	9	**
Rendili Advanced Bl.	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1210	574-636	1992-2808	498-702	9	Imp. Master
Riiz Combine "Slammer" Cn.	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1100	522-578	1992-2808	498-702	9	**
Sienar Design Systems Elite Blasters	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1210	574-636	1992-2808	498-702	9	Imp. Master
Sienar Fleet Systems "Elite Ops" Bl.	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1100	522-578	1992-2808	498-702	9	**
Sienar Fleet Systems Elite Cn.	1569-3236	47-53%	47-53%	24-35	0.32-0.36	1100	522-578	1826-2574	456-644	9	Imp. Master
Taim & Bak KX9 Laser Cn.	1743-3595	47-53%	47-53%	24-35	0.32-0.36	1100	522-578	1992-2808	498-702	9	P/R Master
(Unknown Manufacturer) "Rayslinger" Bl.	2193-4711	71-79%	47-53%	30-44	0.4-0.45	1375	653-723	2158-3042	539-761	10	**
ArMek Elite Ion Cn.	2179-4494	71-79%	53-60%	30-44	0.4-0.45	1238	588-650	1992-2808	498-702	10	P/R Master
Corellian AG-2G Quad Laser Cn.	1961-4044	59-66%	59-66%	30-44	0.4-0.45	1375	653-723	1826-2574	456-644	10	P/R Master
Cygnus Elite Disruptor	2179-4494	59-66%	59-66%	30-44	0.4-0.45	1375	653-723	1992-2808	498-702	10	Imp. Master
Gyrhil R-9X Laser Cn.	2179-4494	59-66%	59-66%	30-44	0.4-0.45	1513	718-795	1992-2808	498-702	10	I/P/R Master
Hoersch-Kessel Modified Elite "Scorcher"	2179-4494	71-79%	71-79%	36-51	0.42-0.47	1513	718-795	1992-2808	498-702	10	P/R Master
Incom Elite Quad Bl.	2179-4494	59-66%	59-66%	30-44	0.4-0.45	1375	653-723	1992-2808	498-702	10	P/R Master
MandalMotors Elite Annihilator	2179-4494	52-60%	52-60%	30-44	0.38-0.43	1513	718-795	1992-2808	498-702	10	P/R Master
Sienar Design Sys. Exp. "Secret Ops" Bl.	2179-4494	59-66%	59-66%	30-44	0.4-0.45	1375	653-723	1992-2808	498-702	10	**
Sienar Design Systems Modified Elite Bl.	2179-4494	59-66%	59-66%	30-44	0.4-0.45	1375	653-723	1992-2808	498-702	10	Imp. Master
Sienar Fleet Systems L-s7.2 Laser Cn.	2179-4494	59-66%	59-66%	30-44	0.4-0.45	1513	718-795	1992-2808	498-702	10	Imp. Master
Taim & Bak Elite Bl.	1961-4044	59-66%	59-66%	30-44	0.4-0.45	1375	653-723	1826-2574	456-644	10	P/R Master

WEAPON CAPACITORS

WEAPON CAPACITOR TYPE	CHARGE	RECHARGE	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
Corellian Cruiser-grade Weapons Cap. "CAP1"	462-738	16-24	150	71-79	936-1464	261-339	1	Priv. Tier 1
Hoor Chall Old-Tech Cap.	269-431	11-17	105	49-56	546-854	152-198	1	**
Incom Mark I Rebel Cap.	365-585	16-26	150	71-79	819-1281	228-297	1	Reb. Tier 1
Koensayr Light Cap.	346-554	14-22	150	71-79	780-1220	217-283	1	Priv. Tier 1
Kuat Systems Engineering Mark I Cap.	385-615	16-24	150	71-79	780-1220	217-283	1	I/P Tier 1/2
MandalMotors Mark I "Powermaster" Cap.	440-660	19-25	150	71-79	858-1342	239-311	1	Priv. Tier 1
Mon Calamari Light Cap.	365-585	15-23	150	71-79	780-1220	217-283	1	**
Novaldex Small Cap.	365-585	15-23	143	67-75	741-1159	206-269	1	P/R Tier 1
Qualdex "Miser" Light	346-554	14-22	135	64-71	702-1098	195-255	1	Priv. Tier 1
Rendili J7 "Overseer" Cap.	375-625	15-25	150	71-79	750-1250	205-295	1	Imp. Tier 1
Republic Sienar Systems Mark I Imperial Cap.	327-523	13-21	143	67-75	741-1159	206-269	1	Imp. Tier 1
Sienar Fleet Systems Mark I Imperial Cap.	404-646	16-26	165	78-87	819-1281	228-297	1	Imp. Tier 1
SoroSuub "Dynamo" Mark I Cap.	404-646	16-26	158	74-83	819-1281	228-297	1	P/R Tier 1
SubPro "Valiant" Z1 Cap.	385-615	21-27	150	71-79	780-1220	217-283	1	Priv. Tier 1
Corellian Tuned Cruiser-grade Weapons Cap. "CAP1"	660-990	29-37	225	106-119	858-1342	239-311	2	Priv. Tier 1/2
Cygnus "Cyg-Cap A" Cap.	577-923	24-36	225	106-119	780-1220	217-283	2	Imp. Tier 1/2
Deepwell Cap. Model K3	519-831	21-33	203	96-107	702-1098	195-255	2	**
Incom Improved Mark I Rebel Cap.	577-923	24-36	225	106-119	780-1220	217-283	2	Reb. Tier 1
Koensayr Custom Light Cap.	548-877	22-35	225	106-119	780-1220	217-283	2	Priv. Tier 1/2
Kuat Systems Engineering Limited Mark I Cap.	404-646	16-26	158	74-83	546-854	152-198	2	Priv. Tier 1/2
MandalMotors Special Mark I "PowerMaster" Cap.	577-923	24-36	225	106-119	780-1220	217-283	2	Priv. Tier 1/2
Mon Calamari Charged Light Cap.	548-877	25-38	225	106-119	819-1281	228-297	2	Priv. Tier 1/2
Novaldex Sarlacc S1	606-969	25-38	236	112-125	819-1281	228-297	2	P/R Tier 1/2
Qualdex "Miser" Standard	693-1107	24-36	225	106-119	936-1464	261-339	2	P/R Tier 1
Sienar Design Systems Mark I Imperial Cap.	548-877	22-35	214	101-113	741-1159	206-269	2	Imp. Tier 1/2
SoroSuub Enhanced Mark I "Dynamo" Cap.	577-923	32-40	225	106-119	780-1220	217-283	2	P/R Tier 1
SubPro Improved "Valiant" Z1 Cap.	519-831	21-33	225	106-119	780-1220	217-283	2	Priv. Tier 1/2
Corellian Cruiser-grade Weapons Cap. "CAP10"	423-677	17-27	345	163-182	819-1281	228-297	3	I/P/R Master
Cygnus "Cyg-Cap B" Cap.	402-643	16-26	345	163-182	819-1281	228-297	3	Imp. Tier 2
FreiTek Inc. XD-2 Cap.	381-609	15-24	345	163-182	819-1281	228-297	3	Reb. Tier 2
Incom BJN-825 Cap.	484-726	21-27	345	163-182	897-1403	250-325	3	Reb. Tier 2
Koensayr Improved Light Cap.	444-711	18-28	362	172-191	858-1342	239-311	3	P/R Tier 2
Kuat Systems Engineering Mark II Cap.	508-812	17-27	345	163-182	975-1525	271-354	3	Imp. Tier 2
MandalMotors Mark II "Powermaster" Cap.	381-609	15-24	311	147-164	741-1159	206-269	3	P/R Tier 2
Mon Calamari Standard Cap.	423-677	23-30	345	163-182	819-1281	228-297	3	P/R Tier 2
Novaldex Experimental High-Cap. (Unknown)	412-688	16-28	345	163-182	787-1313	215-310	3	I/P/R Master
Qualdex "Miser" Elite	359-576	14-23	328	155-173	780-1220	217-283	3	P/R Tier 2
Sienar Design Systems Imperial-2 Cap.	423-677	17-27	345	163-182	819-1281	228-297	3	Imp. Tier 2
SoroSuub "Dynamo" Mark II Cap.	423-677	17-27	345	163-182	819-1281	228-297	3	P/R Tier 2
Subpro "Valiant" Z2 Cap.	402-643	16-26	328	155-173	780-1220	217-283	3	P/R Tier 2/2
TIE Elite Cap. Mark 1	444-711	18-28	380	180-200	858-1342	239-311	3	Imp. Tier 2
Corellian Deluxe Cruiser-grade Weapons Cap. "CAP2"	618-1032	24-42	518	245-272	787-1313	215-310	4	Priv. Tier 2
Gallofree LT-22 Cap.	635-1015	35-44	518	245-272	819-1281	228-297	4	Reb. Tier 2
Huppla Paso Tisc Old-Tech Cap.	667-1066	27-42	543	258-286	858-1342	239-311	4	Priv. Tier 2
Incom Special BJN-825 Cap.	762-1218	26-40	518	245-272	975-1525	271-354	4	Reb. Tier 2
Koensayr Rare Mark II Cap.	635-1015	26-40	518	245-272	819-1281	228-297	4	Priv. Tier 2
Kuat Systems Engineering Performance Mark II Cap.	603-965	25-38	492	233-259	780-1220	217-283	4	I/P Tier 2
MandalMotors Tuned Mark II "Powermaster" Cap.	635-1015	26-40	518	245-272	819-1281	228-297	4	Priv. Tier 2
Mon Calamari Modified Standard Cap.	571-914	23-36	466	221-245	741-1159	206-269	4	P/R Tier 2
Novaldex Sarlacc S2	603-965	27-42	518	245-272	858-1342	239-311	4	P/R Tier 2
Qualdex Conservator Q3	667-1066	27-42	569	270-299	858-1342	239-311	4	P/R Tier 2
Rendili J8 "Overseer" Cap.	571-914	23-36	518	245-272	819-1281	228-297	4	Imp. Tier 2
Sienar Design Systems Special Imperial-2 Cap.	726-1089	32-40	518	245-272	897-1403	250-325	4	Imp. Tier 2
SoroSuub Premium "Dynamo" Mark II Cap.	539-863	22-34	492	233-259	780-1220	217-283	4	Priv. Tier 2
SubPro "Gallant" A1 Cap.	444-711	18-28	362	172-191	585-915	163-212	4	P/R Tier 2
Corellian Standard Cap.	453-757	18-31	635	301-334	825-1375	225-325	5	I/P/R Tier 3
Deepwell Cap. Model K5	465-745	19-30	635	301-334	858-1342	239-311	5	I/P/R Tier 3
Koensayr Mark III Cap.	395-633	16-25	603	286-317	819-1281	228-297	5	I/P/R Tier 3
Kuat Systems Engineering Mark III Cap.	442-707	18-28	603	286-317	819-1281	228-297	5	I/P/R Tier 3
MandalMotors Mark III "Powermaster" Cap.	465-745	19-30	635	301-334	858-1342	239-311	5	I/P/R Tier 3
Mon Calamari Heavy Cap.	465-745	19-30	635	301-334	858-1342	239-311	5	I/P/R Tier 3
Novaldex Sarlacc S3	442-707	20-31	635	301-334	897-1403	250-325	5	I/P/R Tier 3
Qualdex Conservator QX1 Elite	442-707	18-28	635	301-334	858-1342	239-311	5	I/P/R Tier 3

COMPONENTS: WEAPON CAPACITORS

WEAPON CAPACITOR TYPE	CHARGE	RECHARGE	HP	ARMOR HP	ENERGY	MASS	CERT.	LOOT
SoroSuub Turbo Weapons Cap.	326-521	13-21	444	211-234	624-976	174-226	5	I/P/R Tier 3
SubPro "Defiant" C1 Cap.	489-782	20-31	698	331-367	897-1403	250-325	5	I/P/R Tier 3
Corellian Cruiser-grade Weapons Cap. "CAP3"	838-1340	29-44	952	452-500	1014-1586	282-368	6	I/P/R Tier 3
Koensayr Tuned Mark III Cap.	698-1117	29-44	952	452-500	858-1342	239-311	6	I/P/R Tier 3
Kuat Systems Engineering Supercharged Mark III Cap.	663-1061	30-46	952	452-500	897-1403	250-325	6	I/P/R Tier 3
MandalMotors Improved Mark III "Powermaster" capacitor	663-1061	27-42	952	452-500	858-1342	239-311	6	I/P/R Tier 3
Moncal Modified Heavy	489-782	20-31	667	316-350	624-976	174-226	6	I/P/R Tier 3
Novaldex Wampa S1	733-1173	30-46	1000	474-525	897-1403	250-325	6	I/P/R Tier 3
Qualdex Cap. Battery Array	593-949	24-38	905	429-475	819-1281	228-297	6	**
Qualdex Conservator QX2	698-1117	39-48	952	452-500	858-1342	239-311	6	I/P/R Tier 3
Rendili "K-Class" Weapon Cap.	733-1173	30-46	1047	497-550	897-1403	250-325	6	**
SoroSuub "Dynamo" Mark III Cap.	798-1198	35-44	952	452-500	936-1464	261-339	6	I/P/R Tier 3
SoroSuub "V-1" Weapon Cap.	680-1135	27-46	952	452-500	825-1375	225-325	6	**
SubPro Modified Defiant C1 Cap.	628-1005	26-40	952	452-500	858-1342	239-311	6	I/P/R Tier 3
TIE Elite Cap. Mark 2	628-1005	26-40	857	407-450	780-1220	217-283	6	I/P/R Tier 3
(Unknown) Weapons Cap.	486-778	20-31	888	421-467	858-1342	239-311	7	I/P/R Tier 4
Corellian Cruiser-grade Weapons Cap. "CAP5"	538-860	22-34	981	466-516	936-1464	261-339	7	I/P/R Tier 4
Koensayr Mark IV Cap.	461-737	19-29	934	443-491	897-1403	250-325	7	I/P/R Tier 4
Kuat Systems Engineering Mark IV Cap.	358-573	14-23	654	310-344	663-1037	184-241	7	I/P/R Tier 4
MandalMotors Mark IV "Powermaster" Cap.	512-819	21-32	934	443-491	897-1403	250-325	7	I/P/R Tier 4
Mon Calamari Advanced Cap.	486-778	20-31	934	443-491	897-1403	250-325	7	I/P/R Tier 4
Novaldex Deluxe Wampa S1	461-737	19-29	841	399-442	897-1403	250-325	7	I/P/R Tier 4
Qualdex Conservator Q7 Prototype	512-819	21-32	934	443-491	897-1403	250-325	7	I/P/R Tier 4
Qualdex Conservator QX3	614-983	21-32	934	443-491	1053-1647	293-382	7	I/P/R Tier 4
SoroSuub Tuned "Dynamo" Mark III Cap.	512-819	28-36	934	443-491	897-1403	250-325	7	I/P/R Tier 4
SubPro "Defiant" C2 Cap.	512-819	21-32	934	443-491	897-1403	250-325	7	I/P/R Tier 4
SubPro "Defiant" C3 Cap.	585-879	26-33	934	443-491	975-1525	271-354	7	I/P/R Tier 4
Corellian Cruiser-grade Weapons Cap. "CAP9"	807-1290	33-51	1542	732-810	936-1464	261-339	8	I/P/R Tier 4
Koensayr Deluxe Mark IV Cap.	768-1228	31-48	1402	665-736	897-1403	250-325	8	I/P/R Tier 4
Kuat Systems Engineering Limited Mark IV Cap.	807-1290	33-51	1472	699-773	897-1403	250-325	8	I/P/R Tier 4
MandalMotors Rare Mark IV "Powermaster" Cap.	730-1167	30-46	1332	632-700	780-1220	217-283	8	I/P/R Tier 4
Mon Calamari Enhanced Advanced Cap.	691-1106	28-44	1261	599-663	819-1281	228-297	8	I/P/R Tier 4
Novaldex Wampa S2	730-1167	33-51	1402	665-736	936-1464	261-339	8	I/P/R Tier 4
Qualdex Conservator QX4	653-1044	27-41	1332	632-700	858-1342	239-311	8	I/P/R Tier 4
SoroSuub "Dynamo" Mark IV Cap.	768-1228	31-48	1402	665-736	897-1403	250-325	8	I/P/R Tier 4
SubPro "Dauntless" Z3 Cap.	748-1248	29-50	1402	665-736	862-1438	235-340	8	I/P/R Tier 4
Armek Elite Cap. Array	563-901	23-36	1100	522-578	936-1464	261-339	9	**
Corellian Cruiser-grade Weapons Cap. "CAP10"	563-901	23-36	1100	522-578	936-1464	261-339	9	I/P/R Master
Koensayr Mark V Cap.	394-631	16-25	770	365-405	702-1098	195-255	9	I/P/R Master
Kuat Systems Engineering Mark V Cap.	479-766	19-30	1045	496-549	897-1403	250-325	9	I/P/R Master
MandalMotors Mark V "Powermaster" Cap.	535-856	24-37	1100	522-578	936-1464	261-339	9	I/P/R Master
Mon Calamari Elite Cap.	591-946	24-37	1210	574-636	936-1464	261-339	9	I/P/R Master
Novaldex Wampa S3	644-967	28-36	1100	522-578	936-1464	261-339	9	I/P/R Master
Qualdex Conservator QX5	507-811	21-32	1100	522-578	936-1464	261-339	9	I/P/R Master
Rendili "Hyperbattery" Elite Cap.	535-856	22-34	1045	496-549	897-1403	250-325	9	**
Sienar Fleet Systems Cap. Array	563-901	23-36	1100	522-578	936-1464	261-339	9	**
SoroSuub Supercharged "Dynamo" Mark IV Cap.	535-856	22-34	1100	522-578	936-1464	261-339	9	I/P/R Master
SubPro "Dauntless" Z5 Cap.	563-901	31-39	1100	522-578	897-1403	250-325	9	I/P/R Master
Taim & Bak "Hypercharger" Elite Cap.	549-916	21-37	1100	522-578	900-1500	246-354	9	**
TIE Elite Cap. Mark 3	676-1081	23-36	1100	522-578	1053-1647	293-382	9	I/P/R Master
Corellian Elite Cap.	718-1149	29-45	1568	744-824	897-1403	250-325	10	I/P/R Master
Incom Deepwell Prototype K-33 Prototype Cap.	823-1373	32-55	1651	784-867	900-1500	246-354	10	**
Koensayr Elite Mark V Cap.	803-1284	36-56	1651	784-867	975-1525	271-354	10	I/P/R Master
Kuat Systems Engineering Elite Mark V Cap.	591-946	24-37	1155	548-607	702-1098	195-255	10	I/P/R Master
MandalMotors "Provider" Model P1	803-1284	33-51	1651	784-867	936-1464	261-339	10	I/P/R Master
MandalMotors Powersoak (Original)	845-1351	35-53	1651	784-867	936-1464	261-339	10	I/P/R Master
Modified TIE Cap. (Origin Unknown)	845-1351	47-58	1651	784-867	936-1464	261-339	10	I/P/R Master
Mon Calamari Deluxe Elite Cap.	887-1419	36-56	1816	862-954	975-1525	271-354	10	I/P/R Master
Novaldex Experimental High-Cap. (Unknown)	887-1419	36-56	1733	823-910	975-1525	271-354	10	I/P/R Master
Qualdex Experimental (Unknown Model)	760-1216	31-48	1486	705-780	858-1342	239-311	10	I/P/R Master
Sienar Design Systems "Imperial Finest" Cap.	845-1351	35-53	1651	784-867	936-1464	261-339	10	**
SoroSuub "Flash" Cap.	760-1216	31-48	1651	784-867	936-1464	261-339	10	I/P/R Master
SubPro Experimental Cap. (Unknown)	1014-1621	35-53	1651	784-867	1092-1708	304-396	10	I/P/R Master
Z95 Deepwell Cap. (Experimental)	966-1450	43-54	1651	784-867	1014-1586	282-368	10	I/P/R Master

EMOTES

You want emotes? Here they all are, including the newest. * = no animation when self-targeted. Some require you to target yourself, others require another target. Some work on self, others, or no target at all.

adn	bye	nails	hose	peyoo	scream	swat
accuse	cackle	flail	hug	peptalk	seenoevil	sweat
ache	callretreat	flame	hum	pet	culater	sweep
adjust	calm	flee	hunger	pillow	handshake	tackle
agree	catchbreath	flex	imitate	pinch	shake	tag
amazing	cancel	flip	innocent	plugears	legshake	oneknee
anxious	chase	flirt	introduce	plugnose	sharpen	shower
apologize	cheek	flower	isafk	pointat	shiver	tantrum
applaud	cheer	fool	huge	pointdown	shrug	tap
arch	chortle	frown	large	pointleft	pshrug	tease
ayt	chuckle	imfull	medium	pointright	shudder	thank
attend	clap	fume	small	right	shush	thxinfo
afk	claw	fuzzy	tiny	pointup	sigh	nono
afk4drink	closeeyes	gag	jump	up	skip	thirst
afk4food	combarea	gape	jam	poke	slap	throwat
bak	combhair	gasp	jas	ponder	slit	throwdown
backhand	comfort	gawk	jk	pound	slobber	tickle
bad	congratulate	gaze	kiss	pout	smell	tiphat
badfeeling	contemplate	giggle	knockwood	preen	smile	tiptoe
bah	cough	rose	kowtow	primp	smirk	tongue
bark	covereyes	giveup	lag	prod	snap	tmi
batlashes	cover	hand	laugh	protect	snarl	toss
bbl	cower	glare	lol	provoke	sneer	tsktsk
brb	cringe	gloat	lean	pucker	sneeze	tug
brt	cry	glow	leer	chestpuff	snicker	tweak
beam	curse	going	lick	puke	sniff	twibble
beckon	curtsey	greet	lost	pull	sniffle	twiddle
belch	dance	grin	love	punch	snog	twirl
bmoc	deepbow	groan	luck	push	snore	twistarm
bite *	defend	grovel	melt	puzzle	snort	twitch
blame	demure	growl	mercy	question	soapbox	uncle
bleed	deride	grumble	mimic	quiet	softclap	veto
blink *	disagree	grunt	mirror	eyebrow	spam	waft
blow *	doh	gulp	mope	raise	speaknoevil	wait
blowkiss	dream	hack	mosh	raspberry	spin	ward
blush	drool	hail	mourn	faq	spit	wave
bob	duck	halfnelson	mutter	manual	squeeze	welcome
bodyslam	echuta	halo	nap	ready	squirm	whap
boggle	eek	bang	nausea	reassure	stare	whimper
bonk *	elbow	headache	nelson	roar	down	whistle
boogie	embrace	headlock	nod	rolleyes	steam	wildpanic
bored	encourage	hearnoevil	noogie	rofl	stink	wince
bounce *	evilgrin	flutter	nose	rubnose	stomp	wink
bouquet	exhausted	helpme	nudge	ruffle	callstop	wookieehug
bow	faint	hero	nuzzle	salute	strangle	wrinkle
bow2	false	hiccup	omg	scare	stretch	yawn
bow3	fear	hi5	opossum	scared	strut	yes
bow4	feel	hiss	fistpalm	scold	sulk	zip
bowhead	feh	hobble	pat	scowl	summon	zone
brandish	fiddle	holdon	peer	scratch	surprised	
burp	fidget	hop			surrender	

NEW PLAYER INTRODUCTION

Congratulations! You just purchased one of the most anticipated games to come along since perhaps 1977. And because you are reading this guide, you must have some idea of the enormity of this game. Games have come a long way since you first took on the Death Star in full wire frame, coin-op splendor! This game isn't as cut and dry as your standard action title either, so fight the urge to load up the game and dive right in. You'll be much better off if you give us a few minutes to help you plan ahead.

*This chapter is here for two reasons. First, we outline the basics of an MMORPG for anyone who is new to the genre. (If you just asked yourself what is an MMORPG, don't skip this section!) Secondly, we would like to give those who have played other MMORPGs an idea of how **Star Wars Galaxies™** differs from those that have come before it. The creators of this game are no strangers to the world of massively multi-player gaming, so don't expect this to be a clone or amalgam of previous titles. **Star Wars Galaxies** will take your online experience light years beyond anything you have played previously.*



MMORPG WHAT?

MMORPG, or Massively Multi-Player Online Role-Playing Game, is a fairly recent phenomenon in gaming, although its roots go back to the Multi-User Dungeons (MUDs) of the late '80s. Basically, they are an attempt to immerse a player in a fantasy world, complete with all the basic interactions that would occur in a real world environment (albeit with text and emotive-based interaction with other players and simulated interactions with non-player characters, or NPCs).

WHAT AM I IN FOR?

Get used to the idea that you cannot go it alone. MMORPGs offer a dynamic and ever-changing world that requires players to rely on one another to accomplish goals. Communicating with other adventurers is as much a part of the game as gaining experience. Some professions even gain experience *through* their interactions with fellow players. You'll need to rely on other players, at least a little, to get through the day.

Secondly, the character is you! Or, more accurately, the character you create is a representation of you. You will directly interact with both your environment and fellow players, so your personality will show through. This fact leads to many topics, from character creation to etiquette to role-playing.

UNDERSTANDING CHARACTER CREATION

If you are new to role-playing games, the concept of character creation may be new to you. The character you create will be a representation of you, but what specifically about you will be reflected in your online creation? This is the all-important question. Will you be an adventurer who lives to explore the universe? Will you be a healer who lives only to aid those in need? Will you be an artist or an architect, a fighter or an entertainer? Or maybe a bit of each, if that suits you? You have many choices to make, and for the most part, your style of gameplay will lead you in the right direction. However, creating the correct type of character at the start gives you innate advantages. So, start thinking about what type of character you would like to play.

Find more detailed information on the choices that are available in the "Character Creation" and "Professions" chapters in this guide.

ROLE-PLAYING

With character creation, you create a character geared to the sort of playing you would like to do. For example, you may want to jump in a few nights a week, take out some things, and be done. Or, you may want to spend a lot of time conversing with others, while performing a needed service (both viable options in **Star Wars Galaxies**). And although we haven't delved into the specific choices you have to make in order to tailor a character to your playing style, you are ahead of the game if you have given this some thought.

The second thing to consider during character creation is personality. The most common choice is to be you, whatever that entails. If you are naturally witty and a "people-person," you may want to choose a character who can bank on those skills (think Entertainer or Medic). If you are a person of few words and prefer to let your actions speak for themselves, try Brawler or Marksman. Your personality does not need to dictate your character. You can play whatever class you wish, just as you are. The upside to this approach is simple: "Just being you" is not a charade, so it is easy to maintain.

If you are more adventurous, and think to yourself, "You know, I am myself 24 hours a day. I don't need to *play* as myself too!" then you may be a natural role-player. You may be witty and kind in real life, but the idea of a jaded and hardened adventurer appeals to you. Your character may have no time for idle chatter, and little tolerance for those with inferior battle skills. Your mood is mostly sour, and your wit is biting, when and if it appears. Role-playing of this kind is tougher to pull off, as you must keep up the act for as long as it suits you. But don't let that deter you; the world is destined to be richer with you in it.

ETIQUETTE

Role-player or not, bear this in mind: You are part of a large and diverse community with players of all backgrounds. Therefore, hateful and discriminatory behavior and chat is not tolerated. Sexual harassment is not tolerated. Racial slurs, epithets, jokes, and so forth, are not tolerated. You may be playing an "evil" character in-game, but remember, role-playing is neither an excuse nor an outlet for that type of behavior.

If you choose to create a character of "questionable character," than take the following tips to heart:

- Think before you type: If you have the slightest hesitation before pressing **[Enter]**, don't press it. It's better to play it safe and keep both your social status and your account in good standing.
- Know your audience: When playing with strangers, establish some boundaries before you let the full brunt of your rough-and-tumble nature rear its unpleasant head. You could be grouped with a young child and not know it. **Star Wars** is loved by "kids" of all ages, so adjust your attitude to that end.
- When appropriate, announce if you are "in character": Even though you may be playing within the bounds of proper conduct, some players may take offense to your character's attitude. Perhaps their idea of a good **Star Wars Galaxies** experience is different from yours. In this case, it may help to announce that you are simply "in-character" and mean nothing personal by your actions. Again, being "in-character"

doesn't excuse prohibited behavior, but other players may be more receptive to your act if you profess it to be just that.

- What goes around comes around: There is a price for creating an unpleasant character. Those you slight today may be the Doctors you need tomorrow.
- Common sense: Learn to differentiate between role-playing and bad behavior.

CROSSING THE LINE

If you feel a player has crossed the line into offensive behavior, there are two steps you can take to deal with him or her. The first is to place the offender on your personal ignore list. The ignore list is a filter that stops any messages sent by offending players from reaching you. There is no penalty to the offending player if you choose this option; it just makes life easier on you. To place a player on your ignore list, type

/ignore: [offending player's first name]

Should the harassment be severe, or become offensive, the second option is to report the player to a Customer Service Representative (CSR). Hit **[Ctrl]+[H]** to bring up the Holocron. From there, hit the Customer Service button and click on the Open Ticket tab.

WHAT'S THE POINT?

All this talk about creating a character and rules of good conduct are necessary, but they don't speak to the point of the game at all. But explaining the point of **Star Wars Galaxies** is a difficult undertaking. Traditional role-playing games, or almost any game, typically have a beginning, middle, and an end. The plot evolves along these lines: You press start, then you talk, drive, fight, fly, shoot, run, jump, pass, and/or score until you win. They're very linear, very easy. Well, this is not precisely true of most MMORPGs, and it is especially not true of **Star Wars Galaxies**.

In **Star Wars Galaxies**, your character plays an integral role in the player-generated economy, although how small or large a role is up to you. No items, weapons, or armor will be sold at merchants, unless they are player found or created. To create an item, schematics must be drawn up and the

appropriate resources gathered. Then you must have the skill to assemble the necessary components. Likewise, no healing is done by NPCs, so you must see a player-character to heal your wounds. Players can even start new cities and place certain elements, depending upon their profession.

It is a player-run economy, and you must decide your role. Basically, the old adage "You get out what you put in" is a fitting way to describe the point of **Star Wars Galaxies**. How much you wish to put in is precisely what you need to figure out.

ADVANCEMENT & EXPERIENCE POINTS

No matter what type of character you create, you advance your skills by gaining experience points (XP). Experience points can be earned in a variety of ways, from engaging in combat, healing another player, crafting an item, harvesting resources, or myriad other ways. The type of XP you earn is dependent on how you spend your time.

SPENDING YOUR TIME WISELY

Figuring out the type of play you enjoy makes it easier to choose a starting profession. Read the following descriptions for some suggestions on classes that resemble your style of play.

Artisan: I prefer to build rather than destroy. My creativity is matched only by my mechanical know-how. I enjoy working with my hands while challenging my intellect. Although I won't prove my mettle in battle, it will most likely be my metal that the combatants are wielding. My specialization choices are many: Droid Engineer, Architect, Weaponsmith, Armorsmith, Chef, Tailor, and Merchant. Most other professions will probably choose to dabble as an Artisan to some extent, in order to meet the requirements of their profession.

Brawler: I enjoy beating enemies into the ground with my bare hands or with an array of close-quarters weapons. Group support is not my forte, as I prefer to be in the fray constantly, nose-to-nose

with whatever ugly brute wants a scrap. In time, I can become a master at unarmed combat or melee weapons, or choose to become a Bounty Hunter or Commando.

Entertainer: Battle is much too grim a way to spend one's time. Rather, one should pursue more leisurely and pleasurable activities. I prefer dancing and musicianship to hitting and shooting, Hairstyling and Image Design, to the grit of the battlefield. While the fighters among you may find my profession strange, I guarantee you'll need my services sooner than you think, as my skills alleviate the shock of war. And while you are enjoying the show, you may wish to purchase a unique tattoo or hairdo to differentiate yourself from the crowd.

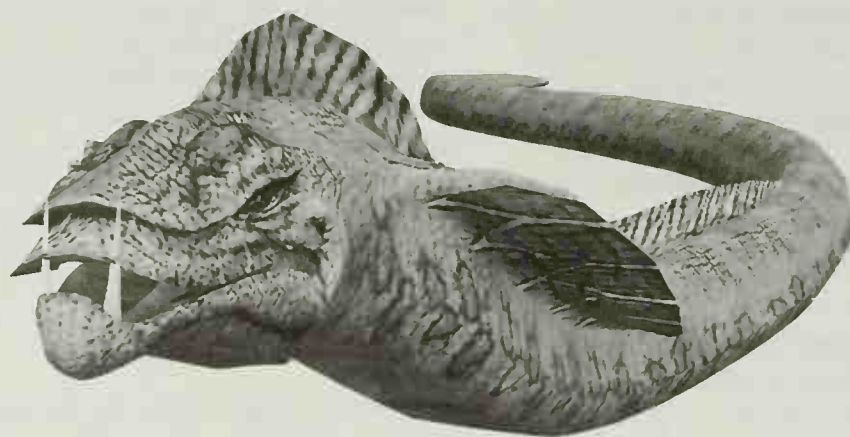
Marksman: Picking off an enemy from a distance gets my blood pumping. From a pistol to a rifle, I am lethal with all forms of ranged weapons. I prefer to let the hardier fighters engage the enemy while I inflict damage from the outskirts of the battle. I can hone my skills on a particular type of ranged weapon, or train in Combat Tactics to become a Squad Leader. The Bounty Hunter path is also available to me, should I choose it.

Medic: My calling is medicine. I choose the path of the healer, wherever that will lead. I can choose to become a Combat Medic, and match my combat healing abilities with ranged combat experience, or I can become a Doctor and spend my time healing wounds. Either way, my primary skill will be healing, rather than hurting.

Scout: I enjoy the thrill of the hunt and the exploration of the wilderness. As my skills grow, the more at home I feel, even in the harshest of conditions. I can become a Squad Leader, a Ranger, or I can hone my skills as a Creature Handler.

These are basic descriptions, and you should refer to the "Character Creation" chapter for more detailed information. Reading the descriptions above should give you an idea about the base classes and the types of skills you will be spending your time honing.

In traditional role-playing games, choosing a class is limiting. Once you choose, that's it. A fighter may dabble in crafting, but he'll always be a fighter. Not so in **Star Wars Galaxies**. Think of your base profession as a foundation, one to construct a unique character upon. For instance, you may enjoy ranged combat, but the idea of being a tattoo artist also appeals to you. Well, begin as a Marksman, then train as an Entertainer to begin the path to an Image Designer. How interesting it will be to swap battle tales with a large Zabrak as you ink his face. And who knows, that large Trandoshan may be a Brawler by day, but a world-renowned Chef by night (who isn't a bad dancer either). There are endless possibilities to choose from, and **Star Wars Galaxies** fluid advancement system lets you explore them all.



CHARACTER CREATION

To play **Star Wars Galaxies**, you need a character. The choices you have to customize how that character looks are limitless. We'll give you a run-down here of how you go about creating your avatar in the **Star Wars Galaxies** universe. Everything from species, to height, to amount of freckles is in your control, so take some time to pick out the right appearance.

The initial character creation is also when you decide on your initial profession. This, plus the species you choose to play, determines what your attributes are. So pay attention to the information here, as it will help you decide what paths will best suit your style of play.

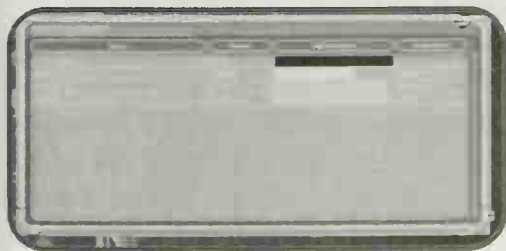
NOTE

The attributes are not set in stone, and you can change their allocation (though you can never lose or add to your total number of points). Whatever you choose, you can change. Just remember that reallocation can take a long time.

THE CREATION PROCESS

Here we'll take you through the whole system of character creation in **Star Wars Galaxies** step-by-step. What you see here is what you'll see in the game.

First you have to decide in what Galaxy server you want to play. If you decide to play in the Bria Galaxy, you'll meet only those players who have also chosen Bria as their home. Remember this if you want to play with friends. You must all be in the same Galaxy server to be able to interact.



Here you decide what Galaxy server will be your home.

You can create characters in other Galaxy servers if you want, but you can't emigrate a character from one server to another.

SPECIES AND SEX

After you settle on a location, build your character's physical appearance. To begin with, choose the species and sex.

In the blue box to the right is a list of the species you can choose and the Male symbol in the left corner. Click on the Male symbol (the Spear of Mars) and it will change to the Female symbol (the Mirror of Venus). Decide whether you want a male or female character and make sure the appropriate symbol is showing.



You see the species list and sex button to the right. On the left a "dummy" character model changes to show you the look of the species on which you click.

Consider what profession you want when choosing your character's species. Each of the species has various bonuses and penalties with the six starting professions. Consult the "Professions" chapter in this guide to get more information on how a character's species affects the profession.

Eight species in **Star Wars Galaxies** are available. Each one of them has a different set of bonuses and skill mods (modifiers). Here's a run-down of all of them with the in-game descriptions of each species general characteristics.



HUMAN

The predominant species in the galaxy, humans can be found in virtually all walks of life and on most habitable worlds. All humans are bipedal, intelligent beings. They speak Basic, which has become the galaxy's official language. Humans are generally considered adaptable, curious, innovative, resilient, and ambitious.

Humanity's incredible diversity is perhaps its greatest strength. No two humans look or behave exactly alike, and humans represent many of history's greatest heroes (along with its most despicable villains). Humanity is also credited with discovering hyperspace travel, founding the first galactic governments, and colonizing hundreds of treacherous worlds. Humans dominate the current political landscape, comprising most of the Galactic Empire.

Unlike many other species, humans do not have an identifiable planet of origin. Some scholars believe that humans first appeared on Coruscant, which is now the Imperial capital, but this theory has never been substantiated. Regardless, humans have settled in nearly every corner of the galaxy. Because humans are so widespread, they are often categorized by homeworld. Thus, humans born on Corellia are widely known as Corellians while the humans found on Naboo are often called simply "the Naboo." On some worlds, humanity gave rise to genetic offshoots, which are referred to as "near-humans."



RODIAN

Rodians are slight humanoids with large, multifaceted eyes, flexible snouts, and short antennae. They typically have greenish skin, although some members of the species may be blue, purple, or even pale white. Rodians are native to Rodia, an industrial planet in the Tyrius system.

Rodians are widely distrusted by other species, who consider the Rodians to be generally greedy, immoral, and violent. Much of this reputation stems

from Rodian culture, which romanticizes the hunt. In addition, the species reveres bounty hunters. The most successful hunters are presented with an array of rewards, including such coveted awards as "Best Capture" and "Longest Hunt".

On Rodia, the species lives in violent clans that wage long and devastating wars against one another. Immense gladiator games are also frequent occurrences. To support their constant warfare, Rodian industry revolves around building weapons, armors, and vehicles. Manufacturing facilities dominate the landscape, devastating the once lush and tropical Rodian ecology. Many life-forms have become extinct on Rodia and most food and material goods must be imported to the planet.

Surprisingly, Rodians are skilled dramatists and their theatrical work is respected throughout the galaxy. After realizing that they were driving themselves toward extinction, the species developed drama in order to enact violence without actually taking out one another. Their early plays were nothing more than mock battles, but later generations began converting Rodian drama into a true art form. All Rodian drama, however, contains a great deal of bloodshed.

Rodians speak Rodese, although those who leave the planet quickly learn Basic as well. In the Outer Rim, where many expatriate Rodians have settled, the species has mastered Huttese and uses it almost exclusively.

Traditionally, Rodian society has been tightly controlled by the Rodian Grand Protector, with only the most accomplished hunters allowed to leave their planet. However, Rodians are becoming increasingly independent. A number of "peaceful" clans actually exist, although such clans are usually exiled from Rodia when they are discovered. In addition, those Rodians who chafe under the Grand Protector's rule or become weary of the constant bloodshed on their homeworld can almost always find a way to escape the planet.

Rodians encountered abroad tend to be much more introspective and well-rounded than their brethren. They are still quick and agile, but are not necessarily prone to extreme violence. While many still become bounty hunters or mercenaries, Rodians can be found in all professions. Some of the most successful Rodians are dramatic actors, while others become famous musicians, dancers, and other entertainers.



MON CALAMARI

An amphibious species with fishlike faces and huge eyes, the Mon Calamari are among the galaxy's most peaceful and intelligent beings. They are a colorful species, with skin tones ranging the full spectrum of known hues. Many Mon Calamari are also marked by vibrant spots or stripes.

The Mon Calamari are native to a watery world of the same name.

They can survive underwater for

long periods of time and are powerful

swimmers. The Mon Calamari are also psychologically attuned to their environment. When visiting wet, cool planets they become very energetic and cheerful; in contrast, they may be quite depressed and languid on hot, dry worlds.

The idealistic Mon Calamari enjoy a progressive society that promotes the values of justice and peace. They are tireless explorers, but seek out other planets for knowledge rather than conquest. As individuals, they may seem soft-spoken, gentle, determined, and generous. They control their emotions as well and have a nearly superhuman capacity for intense concentration. More impulsive species may view the Mon Cal as extremely stubborn. Mon Calamari speak Basic and Mon Calamari.

The Mon Calamari are one of the many species victimized by the Galactic Empire. Many Mon Calamari have been forced to build weapons and starships for the Imperial forces while others serve as personal assistants to high-ranking Imperial officers. In defiance of the Empire, those Mon Calamari who still travel the galaxy often find themselves working for the Rebel Alliance.

Throughout the galaxy, Mon Calamari are probably best-known for their great scientific knowledge and mechanical aptitude. In particular, they are widely respected for their striking starships, each a unique fusion of art and engineering. But Mon Calamari certainly aren't limited to intellectual pursuits; they can also apply their great intelligence to exploration, tactical combat, and even complete mastery of weapons.

A humanoid species identified by short builds and fur-covered faces, Bothans are widely known as proficient

and intrepid spies. However, members of the species have also become fearless leaders, relentless warriors, courageous pilots, and brilliant scientists.



BOTHAN

As a species, Bothans have been mastering the art of information-gathering for nearly 300 years. The resulting Bothan spynet is among the largest and most renowned intelligence organizations, with operatives stationed throughout the galaxy. In fact, spying has become the Bothans' primary industry. Since the outbreak of the Galactic Civil War, the Bothan spynet has primarily benefited the Rebel Alliance, although both the Empire and the

criminal underworld occasionally make use of Bothan spies as well.

Due largely to their reputation as spies, Bothans are often regarded as power hungry, manipulative, cunning, and paranoid. But Bothans are also well-organized, keenly intelligent, and very loyal. They live orderly lives, place great emphasis on family bonds, and are extremely protective of their allies. In addition, Bothans can be passionate and surprisingly eloquent orators, poets, and politicians.

Bothans hail from Bothawui, a clean, cosmopolitan planet. They live in tight-knit clans and are ruled by a democratic Bothan Council. Bothans speak both Basic and their own native tongue.



WOOKIEE

Towering, fur-covered humanoids native to the planet Kashyyyk, Wookiees are one of the most recognizable species in the galaxy. They are strong and prone to fits of bestial rage, but are also intelligent, loyal, and trusting.

Among the Wookiees, bravery and honor are considered paramount. Though Wookiees are not warlike, they do make fierce warriors and fierce opponents when angered or threatened. The tales of so-called

"Wookiee Berserkers" are legendary. But while Wookiees may appear primitive and even barbaric, they are actually quite comfortable with technology and can easily learn to pilot starships, repair machines, and wield advanced weaponry.

An average Wookiee grows to more than two meters tall and lives several times the lifetime of a human. Aside from their great strength and keen senses, they possess regenerative powers and can recover from serious wounds within days. In many ways, Wookiees are still mysterious to outsiders.

Wookiees speak Shyriiwook, a language consisting of grunts, growls, roars, hoots, and screeches. They can understand other languages, including Basic, but have limited vocal capability and can only speak their own tongue.

The Wookiees species is psychologically stable and has a deep connection to nature. They love their homeworld and have a strong connection with animals, plants, and other components of the natural world. Wookiees place great value on morality, courage, compassion, and loyalty. Very few Wookiees willingly betray their friends or families. Typical of their beliefs is the Wookiee life debt, an oath of fealty extended to anyone who saves the life of a Wookiee. Finally, Wookiees feel that they are honored by their own deeds alone, and thus they do not care for medals or other material symbols of bravery or achievement.



TWI'LEK

Twi'leks are humanoids easily distinguished by the twin tentacles that grow from their skulls. These prehensile appendages, known as "lekku" or "tchun-tchin," are advanced organs used for communication and cognitive functions. Like humans, Twi'leks vary greatly in appearance and have a wide variety of skin colors ranging from pale white to bright green, blue, or red.

Twi'leks speak Twi'leki, a language that combines verbal components with subtle head-tail movements. When they wish, they can even communicate in complete secrecy using their versatile head-tails.

Twi'leks are native to mountainous Ryloth in the Outer Rim. Because of Ryloth's strange orbit, half of the world is trapped in perpetual darkness, while the other half remains scorched by the sun. The Twi'leks inhabit a thin band of twilight between these two extremes, living in sprawling catacomb cities just below the planet's surface. They have a relatively primitive industrial civilization, and survive on a diet of raw fungi and cow-like rycrits. Because Ryloth is relatively defenseless, the planet has long been the target of off-world slavers.

Twi'leks adhere to a familial clan government organized around a series of head clans, each consisting of five members who are born into the position. Head clans are responsible for all community decisions, but the position also has a heavy price: When one member of a clan government passes away, the remaining four leaders are exiled to Ryloth's uninhabitable Bright Lands, allowing the next generation of clan leaders to assume their rightful place. Religiously, the species worships a single female deity.

Ryloth's harsh environment and turbulent history have forged Twi'leks into tough survivors. Generally nonviolent, they typically use their intelligence and cunning to achieve their goals or resolve conflicts. Noble Twi'leks may seem stoic or even aloof, while less scrupulous members of the species can be considered ruthless and manipulative.



TRANDOSHAN

Among the galaxy's most fearsome species, Trandoshans are large, threatening reptilians from the planet Trandosha (or Dosha). They are physically powerful, very difficult to injure, and capable of recovering quickly from even the most serious injuries. Like many reptiles, Trandoshans hatch from eggs and have thick, scaly skin. Their three-fingered hands are armed with sharp claws, which can be destructive weapons in combat. They also have supersensitive eyes that can

see into the infrared range.

Trandoshans live in a warlike society that honors hunting above all else. In fact, Trandoshans worship a female deity known as the Scorekeeper, who awards

"jagannath points" to her followers based on successful eliminations. The number of jagannath points a Trandoshan accumulates supposedly determines his or her position in the afterlife.

Many Trandoshans channel their society's values into roles as bounty hunters, soldiers, or rangers. A handful of the most violent and immoral Trandoshans serve the Empire as slavers who target other species, including Wookiees. But, Trandoshans are also independent and may rebel against their culture. A scientifically-minded Trandoshan might become a peaceful "hunter," working as a xenobiologist who merely tracks and studies other creatures. Even on Dosha, Trandoshan society relies on its own engineers and merchants.

Trandoshans are widely distrusted throughout the galaxy, in part because of their frightening appearance. And, in fact, many Trandoshans are gruff, unpredictable, and even dangerous. They rarely form long-lasting emotional bonds, even with other Trandoshans, and may be more likely to join forces with others for personal gain rather than friendship. But those who have allied themselves with Trandoshans are always impressed by the species' uncanny fortitude, unflagging resolve, and unshakeable calm.

ZABRAK

Zabrak are humanoids with prominent vestigial horns and well-developed mental willpower. The species is divided into a number of different species, each exhibiting different horn patterns. Zabrak are also fond of intricate facial tattoos designed to reflect their individual personalities.

Zabrak were one of the earliest spacefaring species and they have explored large sections of the

galaxy. Their homeworld of Iridonia is a frighteningly harsh planet, which has led many Zabrak to settle on other worlds, including Talus and Corellia. The Zabrak also maintain eight colonies throughout the Mid Rim region of space, and most Zabrak actually identify themselves by their colony first and foremost. All members of the species speak Zabradi and Basic, but they may adopt local languages as well.

As fitting with their pioneer spirit, Zabrak are viewed as independent and strong-willed. Iridonia and the major colonies have steadfastly resisted Imperial control, although some individual Zabrak have become servants of the Empire. In response to general Zabrak defiance, the Empire is in the process of garrisoning the Zabrak colony worlds and Imperializing the species' companies. This has forced many Zabrak back into the spacelanes.

Zabrak are proud, strong, and confident beings. They believe that nothing is truly impossible and will strive to prove skeptics wrong at every turn. Some Zabrak carry themselves with an air of superiority, and they frequently discuss the achievements of their species and home colonies with a pride that can border on arrogance. As warriors or adventurers, Zabrak tend to be dedicated, intense, and extremely focused.

Zabrak are still considered among the galaxy's most prominent explorers, but their personalities, survival instincts, and incredible willpower also make Zabrak well-suited to nearly any adventuring profession.

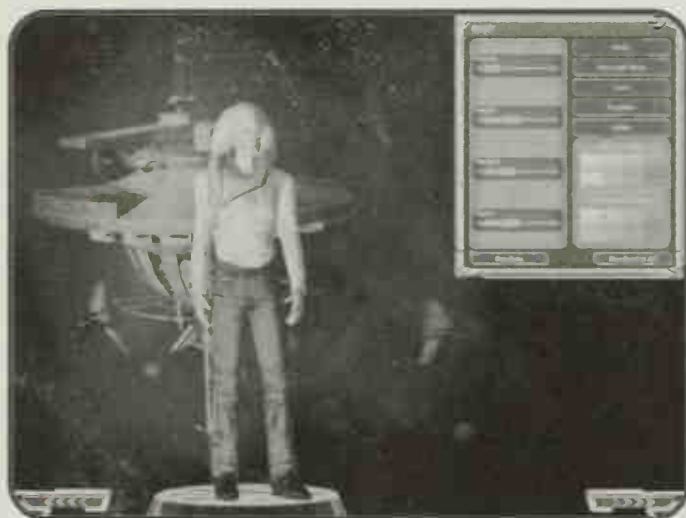


BODY IMAGE

Now that you know the basics, it's time to get specific. The next few steps let you shape your character's body and features.

Each species has a different set of physical characteristics, mostly in the head area, that you can customize to create a unique look. To begin, however, you'll start with the body, which is the same for each species.

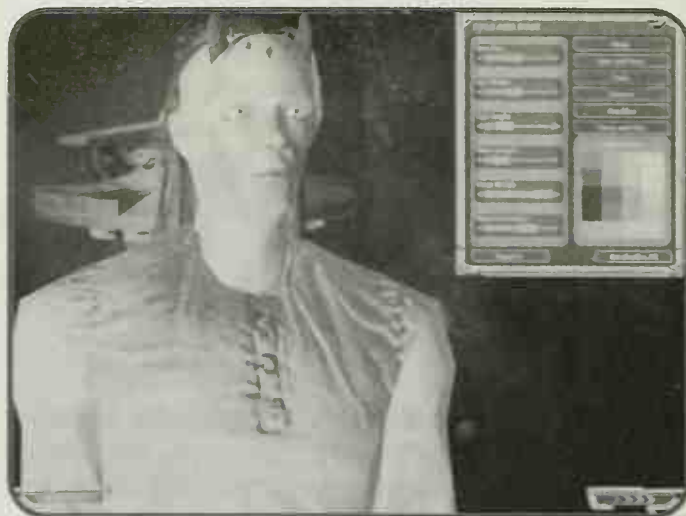
You can alter the Muscle, Height, Weight, and Torso characteristics. Each is self-explanatory; simply use the slider bars to increase or decrease each one. The separate species have some differences in their maximums and minimums. Wookiees can be taller than humans, for example. Play around with the bars until you find a morphology that pleases you.



The body is your first task. Short and fat? Tall and skinny? It's up to you.

Second are the Eyes and Nose. They vary with species, of course, but again you'll have slider bars to choose your preference. You can also make color choices for the Eyes, picking from a palette provided.

Next is the face. This encompasses a lot of pieces, from Age to Jaw to some of the species-specific features, such as the Twi'lek Lekku. Experiment to your heart's content so you can find the perfect face for the character. So many choices means you can create an extremely expressive visage. Plus this screen allows you to choose the skin color. You can choose



Fine tune Eyes and Nose with these slider bars.



Decide the overall look of your character's face.



Here you can find the right set of fur markings for a Wookiee.

from a palette with many colors. You get different sets of tones for the different species.

There are other decisions to make in regard to your character's appearance. This is where you decide some of the more striking features of the different species. You can get Frills for the Rodians, Horns for the Zabrak, and so on. A large selection of patterns and styles are available, so find one that suits your needs.

Once you're satisfied with the outward appearance of your character, decide what you want him or her to do.

ATTRIBUTES

All right. Now that you know what your avatar looks like, decide what career path you're going to have them follow. Choosing a profession sets what your attributes will be. To make an informed decision, you first need to know what the attributes are and how they affect your character's abilities.

There are nine attributes: Health, Strength, Constitution, Action, Quickness, Stamina, Mind, Focus, and Willpower. Each one has a numerical value, determined by your species and profession. For example, you could have a Constitution of 500 and a Focus of 900. They all have some bearing on the three status bars in the game that represent your character's well-being.

THE HAM BARS



The red, green, and blue bars are your Health, Action, and Mind gauges, respectively.

Health, Action, and Mind are your Primary Attributes and are always visible on your HUD as red, green, and blue bars in the screen's upper left corner by default; you can move it later if you want. You can also see the HAM bars of other players, some NPCs, and creatures that you might run across. You'll be very interested in the HAM bars during combat. Damage done during a fight is reflected by reductions in the bars. If any one of them is drained, you'll become incapacitated. More

detailed descriptions of damage in combat can be found in **Combat**, p. 157.

The HAM bar attributes are also used when performing special actions, such as special attacks or using medical skills. Those actions take a toll by draining your HAM bars. But don't worry, you naturally regenerate your energy.

How much energy you spend for those actions and how fast it regenerates is related to the Secondary Attributes. We'll take a look at those now.

SUPPORTING ATTRIBUTES

Each Primary Attribute has two Supporting Attributes. Strength and Constitution back up Health, Quickness and Stamina support Action, and Focus and Willpower are related to the Mind Attribute.

Strength, Quickness, and Focus determine what kind of "burn rate" their Primary Attribute has. In other words, when a character with a high Strength does an action that costs Health points, he loses less Health than a character with a low Strength rating.

Constitution, Stamina, and Willpower affect how quickly a character regenerates the HAM bar energy lost to special actions or in combat. That process is always working, as soon as you lose energy the regeneration starts, even in the middle of a battle. However, if you're not regaining energy as fast as your opponent is taking it away from you, then there's trouble ahead.

STAT MIGRATION

An important point to remember is that the total number of points in your attribute pools is static. The total can differ depending on what species you choose, but after the total is set, it won't change for your character. How those points are distributed at the beginning is different in each species and profession, but the total always remains the same.

Also important is the fact that you never gain more points to add to your attributes. A player who has become a Master Bounty Hunter still has the same point total in her attribute pools that he or she did when he or she was a Novice Scout.

While you can't change the total number, you can change the distribution of points. Let's say you have a Health of 1,100 and an Action of 400. If you want a more robust Action pool at the expense of a slightly lower Health, you can move points from one to the other. While in the game you simply click on the character sheet icon (or press **[Ctrl]+[I]**) to call up your character sheet. Look for the Stat Migration button in the lower part and click on it.

Once there, use the slider bars to lower your Health, then add those points to your Action attribute.

The change is not instantaneous. It takes a very long time for the points to reallocate themselves, but it will happen. In this way, you can fine-tune your attributes to your liking, or even alter them.

TIP

Right after you create a character and before you decide what planet you'll start on, you have the opportunity to make instant stat migrations. This gives you the chance to move around those points without delay. After that, however, any changes take a long time to complete.



This is the Stat Migration screen. Use the slider bars to decrease one attribute, then add those points to another attribute.

PROFESSIONS

Now that you understand the attributes in **Star Wars Galaxies**, you can choose your starting profession. There are six professions to begin with. These are the base professions, and they represent a variety of interests. From these six starting points you can build up into the Elite and Hybrid professions, which are more specialized. You can find brief descriptions of what type of playing style is suited

to each profession in **New Player Introduction**, p. 113.

Each species has some bonuses or penalties with certain careers. Plus, the species you choose impacts how the attribute points are distributed for each career.

The hard numbers for all the professions (how attribute points are divided, what bonuses and penalties there are) are discussed in detail later in this guide. Here we'll give you the description of each of the six starting careers. Make sure you consult, **Professions**, p. 179, before choosing your career. **Professions** will give more in-depth analysis of the starting professions and how each species' attributes fare in each.

TIP

*The starting profession you choose is not set in stone. The fluid mechanics of **Star Wars Galaxies** make it possible to start as a Scout, then abandon that line of work to pursue another career, such as Entertainer, without creating a new character!*

Here we list the in-game descriptions of each of the six starting professions. Go over these to find out what suits you best.

SCOUT

A Scout is proficient at exploring and surviving in dangerous environments. A Scout has a wide variety of skills and can evolve in dramatic ways: A Scout can become a Ranger, Squad Leader, or Creature Handler, but she can also become a Bio-Engineer. If you're interested in exploring, the Scout is a good choice as your starting profession.

MEDIC

The Medic is a critical component of any squad and is vital to a group engaged in combat. Medics can heal combat injuries, allowing others to continue the fight. Medics can evolve into Doctors, or combine their medical skills with the skills of a Marksman to become a Combat Medic better-suited

to service on the front-lines of larger battles. If you enjoy helping others and want to be a necessary part of any group, choose the Medic.

MARKSMAN

A Marksman relies on the use of ranged weapons in combat. He can become a specialist with rifles, pistols, and carbines, or eventually evolve into a Bounty Hunter, Commando, Smuggler, or Combat Medic. If you want to run around blasting enemies, the Marksman might be for you.

ENTERTAINER

The Entertainer is a valuable component of the *Star Wars Galaxies* social landscape. Entertainers interact with virtually all other players, by providing necessary healing services and using skills to change the appearance of other characters. Entertainers can specialize as Dancers, Musicians, or Image Designers. If you want to meet a lot of other people online and become an integral part of the social scene, the Entertainer profession is your calling.

BRAWLER

A Brawler is a skilled hand-to-hand combatant that can specialize in unarmed combat or the use of polearms, one-handed weapons, or two-handed weapons. When combined with a Marksman's abilities, the Brawler can become a Bounty Hunter, Commando, or Smuggler. If you want access to a wide range of melee weapons and special moves, and think that going toe-to-toe with enemies sounds fun, then choose the Brawler profession.

ARTISAN

The Artisan is the starting point for aspiring merchants and crafters. A novice Artisan can study engineering, domestic arts, business, and resource surveying. These skills give the Artisan the ability to create and market the items that form the basis for the *Star Wars Galaxies* economy. This is a good starting profession if you like to turn a profit. Artisans that study engineering can continue on to become Weaponsmiths, Armorsmiths, Architects, or Droid Engineers. Artisans that study domestic arts can become Tailors or Chefs. Artisans that study business focus on the process of creating and managing a store, allowing them to become Merchants.

CHARACTER SUMMARY

After picking the profession that's right for you, you can flesh out some final details. The next screen allows you to pick a name and give some background.



You're almost in. After this screen your character is finished.

First off, you need to choose a name. You can give your character one name or two, as you like. However, you can't choose just any name. This is a *Star Wars* game and the designers want it to be as immersive an experience as possible. Following naming conventions is part of that immersion, so think of something that sounds like a plausible name for the *Star Wars* universe.

Now, we all know several dozen names of notable characters that have appeared in the movies, books, and games. Those names are off limits. Don't try to call your character "Han Solo;" you'll be asked to change it. Sure, there may be another Han Solo somewhere in the whole wide galaxy, but let's not confuse things.

Plus, sound alike names are not going to pass muster. Technically "Luuuke Skywalker" isn't the same name but it just won't fly.

Obscenities (and sound alikes) are also not allowed. Use your common sense when picking a name. Give it some *Star Wars* flavor.

You can always hit the "Generate a Name" button. You can try it as many times as you like until it comes up with one that suits your character.

Under the name section you see a blank slate for your character's bio. This is optional. You don't have to fill it in if you're not inspired. You may not even have a clear idea of what your character's history is. No worries, though, you can fill this in later on, after having a few adventures worth writing about.

Finally, notice the check box that says "Show New Player Tutorial." If you keep it unchecked you'll skip the tutorial and head for the travel terminal. However, assuming you've never played **Star Wars Galaxies** before, check it and play through the training segment to get used to some of the controls. You may learn something valuable.



The New Player Tutorial teaches you several useful things, such as how to work the combat system.

NOTE

We won't take you through the Tutorial in this guide. It's a step-by-step process all by itself.

Good luck, and may the Force be with you.



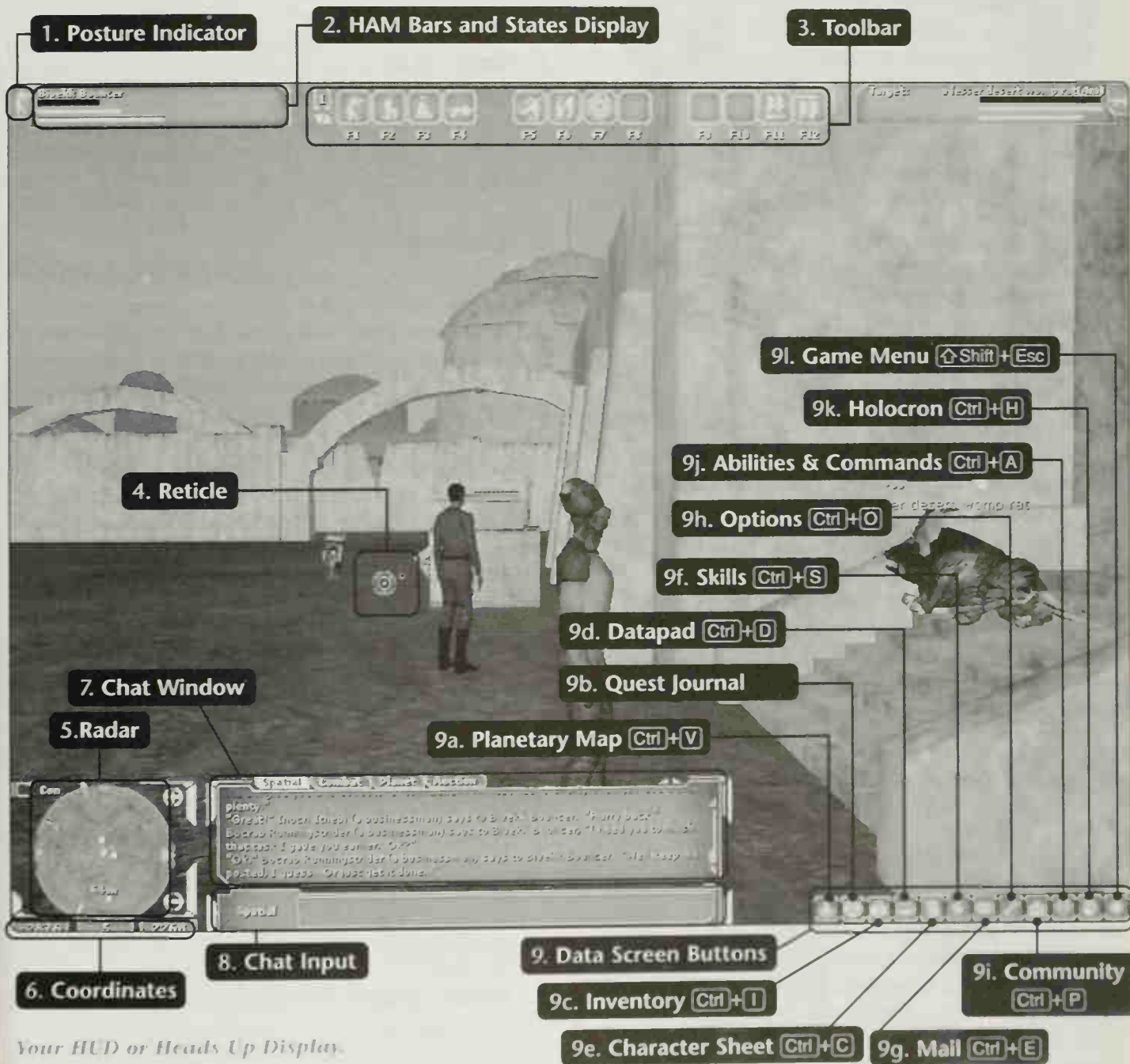
INTERACTION

Star Wars Galaxies is an immersive experience. You must be able to interact with many things on many different levels, from simple chatting to using objects, combating creatures, traveling, crafting items, and so on.

To do all this, the game has a sophisticated set of controls. This chapter details several of the features that let you get the most out of the game.

THE HUD

You can access all the controls for all the game's features from the HUD (Heads Up Display). It's made up of windows and buttons ringing the play screen. This is your command center, with readouts of important information and controls for all your functions.



Your HUD or Heads Up Display.

Here's the most important and basic piece of information you need about the HUD: The a key toggles between your targeting reticle and the pointer that accesses the HUD buttons.

The reticle appears as a green, circular symbol centered on your play screen. It's controlled with your mouse and used to bring up your radial menu (more on that later) and to direct your character as you move around.



The targeting reticle.



The pointer.

Press **[Alt]** and the reticle turns into the yellow, arrow-shaped pointer. This moves freely across the screen. Use it to press the HUD's buttons and manipulate the windows.

After a time, pressing a to access the HUD becomes second nature, but it can stymie some people when they first start playing.

1. POSTURE INDICATOR

This tells you whether your character is standing, kneeling, sitting, or lying prone.

2. HAM BARS AND STATES DISPLAY

Here are your Health/Action/Mind bars, as discussed in the "Character Creation" chapter. Your character's state is shown to the right of the bars. If an opponent makes you dizzy or stunned, or if you go berserk, then that symbol shows up in the states display. See "Combat", p. 156, for a detailed list of the states.

3. TOOLBAR

Put commands and special abilities in the toolbar so you can use them with a quick keystroke. Several are set up as defaults, such as **[F1]** – **[F4]** for your postures, but you can change them by using the pointer to click and drag the icon to another slot, or simply right click and choose "Remove".

You can also drag items to the toolbar slots. To quickly switch weapons, open your inventory, click on a weapon, and drag it to an open slot. Now when you press that function key, your character equips that weapon. The same can be done with stimpacks or tools or anything else you can "Use."

Finally, there are four sets of toolbar slots. Press **[Ctrl]+[Tab]** while in pointer mode to flip through the slots. You can also use the pointer to drag the bottom of the toolbar down so you have two rows showing. If you place commands in that second row you must use **[Shift]+[F1]** to use those commands.



*A double row of commands. Use **[Shift]** to access commands on the bottom row.*

4. RETICLE

The reticle is your targeting device. Use it to access the radial menu (discussed later in this chapter) and guide your character as you move. It is controlled by your mouse.

5. RADAR

The radar gives you information about your surroundings. The default radius is 64 meters, but it can be adjusted to cover a radius from 32 meters to 1,024 meters. The dot in the middle is always your character. You see various dots and pointers and arrows on your radar. Pointers are basic arrowhead shapes, the arrows have an arrowhead and a shaft. Yellow dots/pointers can also be NPC's. When something is out of the radar's radius, but still within range of its sensors, it shows up as a pointer or arrow along the circle's edge. When it's within the radius' range, it turns into a dot, triangle, or square.

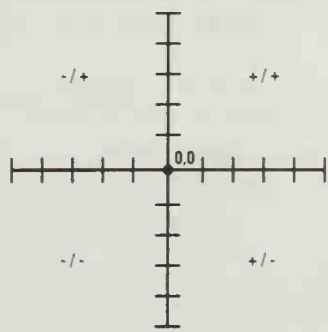
The corner icons show enemies (CON) and let you zoom in and out of the map (+ and -).

Refer to the table below to figure out what's what.

RADAR SYMBOLS

COLOR AND SHAPE	INDICATES
Central White Dot	Your Character
Red Pointer or Dot	Potential Opponent
Yellow Pointer or Square	Lair
Blue Arrow or Triangle	Waypoint
Orange Arrow or Triangle	Mission Waypoint
White Pointer or Dot	NPCs
White Pointer or Square	Interactive Objects (terminals, etc.)
White Arrow or Triangle	Assignment Waypoint
Blue Pointer or Dot	Player Character
Gray "X"	Corpse

6. COORDINATES



These two bars show the X and Y coordinates for your character. The left bar is for east/west coordinates and the right bar is for north/south. The very center of any world map is at 0,0. Travel east and the left bar goes into negative numbers; go west and the numbers

become positive. Travel north and the right bar counts into positive numbers; go south and it slides negative. For example, if your coordinates read -1500, -3598, then you're in the planet's southeast quadrant. This location system can be very important for finding friends, landmarks, good hunting areas, mining spots, and myriad other things.

7. CHAT WINDOW

This window shows messages, commands, and chat as they happen around you. The tabs on the top of the window's top are toggle different the chat channels; swap between them to control what you see.

Spatial. This is the , the default tab, and it shows everything within a tight radius around you. If someone behind you says something, it pops up on your chat window.

Combat. Click the Combat tab to see only messages pertaining to battles. If you're in a group, you can go into a group chat window, filtering out all chatter except that made by your group-mates.

Instant Message. This window filters the messages to show private messages (tells) sent to you and sent by you.

Auction. If you are engaging in bazaar activities or trading with other players, this tab filters messages to display the ones most pertinent to trading activities.

The chat window is a very important piece of interactive equipment. Just about everything that happens to your character is documented on that screen. You can scroll through the messages with the bar on the right of the screen.

More on the chat channels can be found later in this chapter.

8. CHAT INPUT

This slim bar under the chat window is where you can type in chat or commands. Simply begin typing and it shows up in the chat input window. When you're using commands, put in a forward slash first. For example, to use the find command, type **/find** to start.

9. DATA SCREEN BUTTONS

Access these buttons with the pointer (press **Alt** to turn the reticle into the pointer, as discussed earlier in this section). They bring up various screens of vital information. You can also use the quick-key strokes to bring up the screens.

Here we'll show you the first window that pops up for each button.

9a. Planetary Map

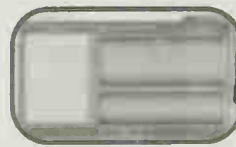
Ctrl+**V**



Here you can find cities, specific buildings, and various other landmarks. It also shows your current location. You can move the pointer around freely on the map to pinpoint specific coordinates. If you need a waypoint to a spot, right click

on that area and then choose "Set Waypoint," see "Waypoints" later in this chapter. You can then activate and deactivate the waypoint in your datapad.

9b. Quest Journal



Your quest journal provides a running account of what quests you have accepted, and the status of each one. You can also choose to display completed quests by using the checkbox.

9c. Inventory

Ctrl+**I**



Your Inventory screen shows your character's items. Use the radial menu to "Drop" or "Destroy" items, thus making more room, or to "Use" them, such as crafting tools and

medicine. A meter shows how full your inventory is, and two slots show how much cash you have on hand and how many credits you have in the bank.

9d. Datapad

Ctrl+**D**



Waypoints and schematics are held in your datapad. The waypoint is an extremely useful feature and you'll get to know it well.

Schematics for craftable items and deeds you can sell to other

characters are also kept in your datapad.

You can also view Points of Interest (POI tab) and your current collection of Draft Schematics by selecting the appropriate tab.

More detailed information on waypoints can be found in the "Waypoints" section.

9e. Character Sheet

Ctrl+**C**



To see your character's general well-being, bring up the character sheet. Here you see accumulated Battle Fatigue points and how many wounds you've sustained in battle as well as your food and drink monitors.

You can monitor your faction standings in the Character Sheet screen as well. Are you leaning toward Imperial or Rebel?

Click on the "Status" tab at the top to find more info on your character. Things like marital status, your home bank's location, or how long you've been

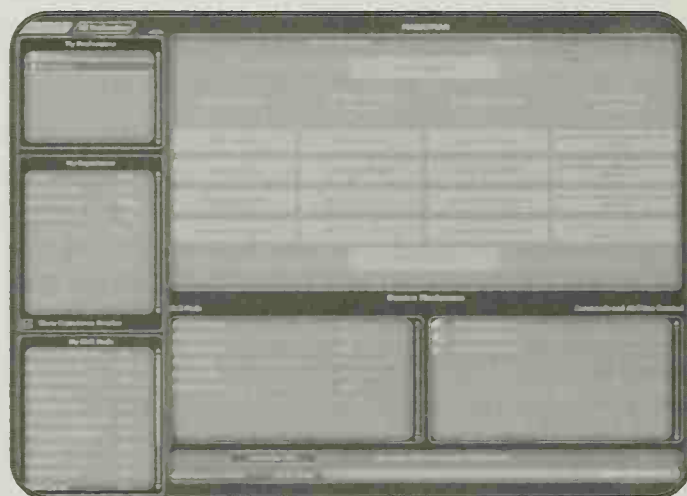
playing Galaxies are all listed here. You can also create your character's bio if you want to keep track of your adventures or give yourself an exciting past.

Finally, you can see the "Stat Migration" button. Click it to adjust your attribute points. More information on stat migration can be found in the "Character Creation" and "Professions" chapters.

9f. Skills

Ctrl+**S**

The Skills screen is where you can check on your character's advancement. This window keeps track of all the experience points you've earned, plus it holds data on all the skill trees for all the professions in the game.



You can check on the skill trees that your character is currently climbing. Boxes for skills that you have acquired are green, while ones you haven't gotten yet are light blue. Click on a skill box to see the skill mods (modifiers), abilities, and commands that skill will give you. Hold the pointer over a skill box to see a description and the number of experience points needed for that skill.

To the left you see your current experience point totals and the total number of mods you have (plus- to accuracy, crafting, etc.).

In addition, you can keep track of how many skill points you've spent on your skills and how many you have left. More information on the use of skill points can be found in the "Professions" chapter.

If you check the "Show Experience Monitor" box, a static window appears above the data screen but-

tons. This box is a meter that tracks your experience points. Set it to a specific skill and it shows you how close you are to acquiring that skill.

9g. Mail

(Ctrl)+E



Simple enough, this is the in-game email system. You can send messages to any other character, so long as you know the first name. You can send mail even if he or she isn't online. You can also mail waypoints if necessary.

9h. Options

(Ctrl)+O



You can customize this game in the Options screen. Everything from graphics to your chat options can be tweaked in this window. The buttons along the left side lead to another

window with a raft of choices and slider bars to optimize your playing experience. Take some time to familiarize yourself with the various options.

9i. Community

(Ctrl)+O



The Community screen allows you to control several facets of your interaction with other player characters. The primary screen allows you to enter information about the real you (not your character) and info about what kind of person you

would like to meet and be friends with (in the real world). You are then notified when someone who matches your criteria is nearby. Presto! You can meet people without leaving the house.

You can also enter the character names of friends and people you'd rather ignore. The Community system can truly enhance your enjoyment of the game, letting you find like-minded people within the game world and perhaps helping you create friendships beyond the bounds of the computer.

If you didn't write a biography for your character at the beginning (or if you want to change other information) click on the Character tab at the top of the Community screen. Once there, you can add a life story to your character or monkey with other features.

9j. Abilities & Commands

(Ctrl)+A

The Abilities & Commands screen is where you find icons for all the different actions you can take. Both combat moves and social gestures are found in this area. Each one has its own icon that you can drag into the toolbar. We suggest using the toolbar for your combat commands. That way your special moves are a keystroke away.



This screen is also where you can create macros (a way of simplifying a string of actions or com-

mands). If you wanted a single keystroke to make your character sit down, clap, and say "Let's hear it for the musicians!" you can create a macro to do that.

Click on the Macro tab and then press the "New Macro" button at the bottom. To program a macro you need to type in the commands, in the order you want them to be taken, and separate them with a semi-colon.

So, for the example given above you would type in: **/sit;/clap;Let's hear it for the musicians!**

The first command sits your avatar down, the second makes you applaud, and the third bit is the phrase you say after sitting and clapping.

If you want to pause between actions in a macro, then use the **/pause #** command in between the actions. Going back to our earlier example, if you created a macro with the following commands: **/sit;/pause 10;/clap;/pause 5;Let's hear it for the musicians!**

When you activated that macro your character would sit down, wait for ten seconds, then clap. Then you'd pause for five more seconds before saying "Let's hear it for the musicians!"

You can use macros for combat as well. The strings of commands you can create are limitless.

9k. Holocron

Ctrl+**H**

Your holocron is a help menu. It can take you through many subjects to orient you to how **Star Wars Galaxies** works. You can also access the Knowledge Base to help you out of a confusing situation. As a last resort you can contact support techs from the holocron. It may take some time for them to get back to you, so try to get the answer to your question from other players before sending a message to customer service.



9l. Game Menu

Shift+**Esc**



The game menu is very simple. It contains two buttons: one to exit the game, the other to "Resume Play" in case you accidentally pressed the button and don't want to leave yet.

RADIAL MENU

The most frequently used tool to interact with your environment is the radial menu. Part targeting system, part social director, part tool, the radial menu is a context sensitive system that changes as the situation changes.



Before getting into the details of what it does, let's look at how it works. It's a simple concept. Just place your reticle over an object, creature, or character, then press and hold the left mouse button. The green reticle changes into the blue radial menu.

TIP

Alternately, you can press **Tab** to target the nearest creature / player, then press **~** to bring up the radial menu. This works very well when you're trying to lock onto a moving target.

After you get the radial menu up, several boxes spring out around it, showing you what actions you can take. If you target an NPC that can talk to you, the choices are "Converse" and "Examine." If your target is a dispenser, your choices are "Use" and "Examine."

TIP

When using the radial menu, hold a moment before picking your choice. Sometimes other choices (such as "Extract Resources") appear after a second of waiting.

Depending on what you target, your choices from the radial menu will vary. When it comes to player characters, the choices you get are dependent on location, your skills, whether or not you're grouped, and so on. So, let's say you're a Medic in a hospital with a wounded Medic friend nearby who's got lower skills than you do and is a member of a group you started. If you target that friend, your choices from the radial menu include examining her, healing her, kicking her from the group, trading with her, or teaching her. More information on how to use the radial menu during fights can be found in the "Combat" chapter.

TIP

Some of the actions you can take with the radial menu can also be done with commands typed into the chat input window. For example, you can target a creature and type **/attack** to start a fight.

CHAT CHANNELS AND COMMANDS

The depth of the chat system may not be apparent at first. Some of this information won't make too much sense until you become familiar with chatting in the game. Don't become discouraged if this is a bit overwhelming. We suggest you stay with the chat channels you're given to begin with. As you get comfortable with the game, you can appreciate the various modifications you can make to your chat window.

CHAT CHANNELS



Use the tabs on top of the chat window to decide which channel you see in the window itself. The channels act as filters—you can pick and choose what comes through to your chat window by picking the appropriate tab.

You can change what shows up on that channel by double clicking on a tab or holding the right mouse button on it. With the right mouse button you can also create a new channel.

Choose "Add Tab" and a new one show up, then double click on it to bring up the options. You then can customize what information that tab shows.

You can also see several channels at once. That way you can, for example, simultaneously view a private channel and the combat channel. To create the other chat windows, use the a pointer, click and hold on a tab, and pull it away from the existing chat window.

TIP

You can increase chat font size using **Ctrl**+**>** and **Ctrl**+**<**.

Creating a private channel is like creating a private chat room. You can moderate the channel so that only specific people can use it. This is helpful if you have friends online and want to exchange private words with them. Or if you create a Player Association you'll most likely want a private channel for members to use for dissemination of news and information.

COMMANDS

Socializing in the game is more fun if you familiarize yourself with the chat commands available. You can set your character's overall mood, change the type of chat bubble that appears over your character, and trigger character animations that go with your conversation.

For example, if you wanted your character to seem bored, simply type **/mood bored** and your chat will reflect the mood.

WAYPOINTS

Waypoints are a very useful tool. Planets are big places and it's easy to get turned around in the heat of battle or while making a long trek across uneven terrain. Waypoints are beacons that keep you oriented and on the right path.

If you set an active waypoint in Theed, for example, and then range about in the wilderness hunting and exploring, the waypoint shows up on your main screen and on your radar as a light blue arrow, pointing the way back to Theed. When you're close

enough, the waypoint appears as a column of glowing blue light reaching into the sky.



To set a waypoint, access your datapad (**Ctrl**+**D**) and right-click on the point at which you want to create a waypoint. (Make sure that Waypoints are selected to display on the right side of the screen.) When you right-click,

a menu appears. Select on the "New Waypoint." button. In the window at the right of your datapad, a picture of the planet you're on appears with the planet's name under it. So, if you were in Theed and A new waypoint shows up as a blue triangle on the map, and the name of the Planet appears below it. made a new waypoint, a picture of Naboo would appear with "Naboo" written underneath.

Double click on the picture of the planet and a shaft of light appears exactly where your character is standing. To access waypoint options, Right click on the planet waypoint picture icon. Choose Deactivate Waypoint to remove it from your radar,

Destroy Waypoint to get rid of it, or Set Waypoint Name to rename the waypoint (such as "Theed" in our example). Right click and choose "Destroy" to get rid of a waypoint.

You'll come across other waypoints as you play. Accepting a mission creates an orange waypoint. A mission given to you in a theme park shows up as a white waypoint. Ones you add are blue. They all work the same way as normal waypoints and can be accessed in your datapad.

You can also create waypoints from the Planetary Map screen. There are several pre-set points for cities, sights, and other locations for each planet on its map. Simply call up the map (**Ctrl**+**V**) and search for the area you want. Right click on it and choose "Create Waypoint." That puts a new waypoint in your datapad for you to activate.

You can also mail waypoints to other players with the in-game email system. This is an easy way to rendezvous with friends or share information on areas rich in creatures or resources.

All in all, the waypoints are one of the most practical systems in the game. You'll find them indispensable.

LANGUAGES

There are several species in **Star Wars Galaxies**. Many of them have languages other than Basic. Your character can learn different languages (or may already know them, depending on what species you pick).

To find out what languages you know, type **/language** in the chat input. A list pops up, letting you see what tongues you can converse in. To switch to another language, type **/language** **[LANGUAGE NAME]** in the chat input.

If you are around a character who is speaking a tongue your character doesn't understand, you see his or her chat bubble, but it will be full of gibberish. Imagine trying to coordinate tactics with a Wookiee if you can't understand what he's saying. For Wookiees, this can be frustrating but there are options. Using the many emotes can help. You can use the various animations for nodding or shaking your head to answer simple questions. Pointing and

jumping can also get people moving in the right direction. Experiment with the various emote commands to come up with simple gestures and signs that convey your meaning.

TELLS AND SHOUTS

Chat is one of the most used forms of interaction between player characters. There are two aspects to chatting.

A private alternative to chat is the tell command. If you wish to send a quick message to another player without broadcasting it to everyone, type **/tell** in the chat input bar. Then put in a space and type in that character's first name. One more space and then start your message. So, if you want to give a tell to a character named Scales about your health, it would look like this: **/tell Scales I'm hurt badly, but don't let the others know.**

Scales would see the tell in his chat window and no one else would be the wiser.

Another useful aspect to the tell command is that you can send instant messages across long distances. Your friend could be across the planet, but if you use a tell, she gets the message in her chat window.

This comes in handy if you see a line of chat but don't know where to find the speaker. If someone shouts out that he's forming a group but you can't find him, check on his name in your chat window and send him a tell asking where they're meeting.

Shouting is another variation of chatting that you'll use from time to time. Start a message in your chat input window with the command **/shout** and your character's message will show up in the chat windows of players in a wider radius than a simple chat message would. This is a great command when you're looking for folks to join a group.

TIP

Don't abuse the shout command. It's annoying.

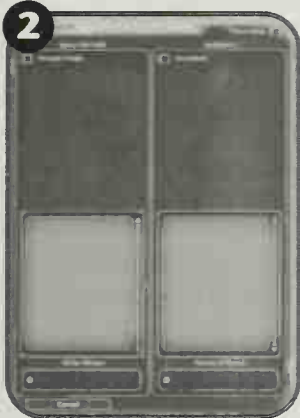
TRADING

Star Wars Galaxies allows you to swap items with other players. This can be used as a form of barter (items for items) or simple commerce (credits for items). Or perhaps you just want to give someone a present. Here we take you step by step through the trading process.

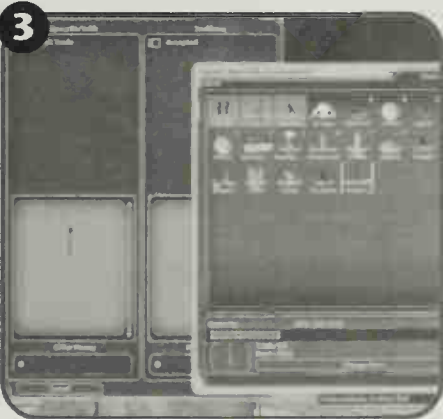
SAMPLE SECURE TRADE



1 To begin a trade, use the radial menu to target your intended receiver and choose "Start Trading."



2 When she agrees to trade, a new window pops up. This is where you load what you're offering and see what she's giving in return. There are two halves to the window, one with your name over it and the other with your trading partner's name.



3 Open your inventory, then click and drag the items you are trading into your side of the window. You can also type in the number of credits you're trading, if any.

TIP

While the trading window is open you can still chat. And, a word to the wise: Don't check the "Accept Trade" box or the "OK" button until you are satisfied with the trade.



4 When you see what they've put up for trade, and you've finished filling your side, check the "Accept Trade" box in the upper corner. When your partner has done the same, an "OK" button appears in the bottom right corner. Click it to finish the trade.

GROUPING

You should realize two things early on. First, various professions complement each other. Second, there is safety in numbers.

When you go out into the planets, you will encounter some tough creatures. You can fly solo for awhile, but eventually it is much more efficient to hunt in groups. When people band together, the larger creatures fall more easily and do less damage to you over the long run. But group that Scout with a couple of Marksmen, a Brawler, and a Medic and you can take out herds of the lumbering beasts.

As part of a group, you get maximum experience for minimum effort. This isn't easy, but the payoff in experience points will be worth it.

To start a group, you need only two players. One of them, using the radial menu, invites the other to join a group. You can have up to 20 player characters in a group, though the leader better be a good organizer to keep everyone together.

After you've got your friends together, head out to the hunt. When you spot a target, decide who will "pull" the creature. That person had better be tough, because she usually takes the brunt of the damage. After it's decided, that person initiates combat, bringing the creature to the group. As long as you do some damage to that beast, you get a slice of the experience point pie when it's defeated.

When you group, your party members' HAM bars appear underneath yours in the upper left corner. There you can keep track of their general health as well as any states they may be affected by or what posture they're in. More information on grouping's uses during fights can be found in the "Combat" chapter.

TEACHING

Another important aspect of grouping is teaching. For the Master level in most professions you need Apprenticeship experience. To get them you must teach skills to other player characters.

You can only teach a person while you're grouped with him. So, if he wants a skill in which you can train him, invite him into a group. After the group is formed, use the radial menu and select "Teach."

A screen pops up with the skills you can teach that player. Choose the appropriate one and when he accepts, you get your training experience and he gets a new skill.

THEME PARKS

While not always located in a city proper, the theme parks in **Star Wars Galaxies** bear mentioning. The name is a bit misleading, as no rides are involved. However, by completing tasks and carrying out missions for the various inhabitants of a theme park, you can work your way deeper inside. As you go, you accrue larger rewards and see more fantastic sights.

The concept is simple, and we'll use Jabba's Palace as an example. When first you enter Jabba's Palace, you can talk to Reelo Baruk, one of Jabba's lower-level flunkies. He has some jobs he needs done and you're just the scrub to do them.

When you complete all the tasks Reelo lays out for you (mostly seek and destroy or delivery type missions) then he directs you to the next Jabba thug, Ree-Yees. You can do jobs for him, and he sends you along to the next highest person in the palace.

And so it goes until you get directed to talk with Bib Fortuna himself. Complete Bib's tasks efficiently and you're allowed to talk to Jabba's personal protocol droid.

As you progress, the rewards get larger and the jobs get a bit tougher. You can interact with some famous characters and see some familiar places.



Does this guy look familiar? He's been known to hang around Jabba's Palace.

PETS, DROIDS, & UNDERLINGS

There comes a point when many players have the opportunity to control other creatures or NPCs. The Creature Handler profession allows for the taming and keeping of pets. You can find wild animals and turn them into docile companions, able to understand commands and even help you in battle.

Other professions, notably the Bounty Hunter, use droids to help carry out tasks. You can use droids to hunt bounties, but it'll cost some credits to get a good mechanical helper.

If you've got enough faction points (for either Rebel or Imperial) and have declared your allegiance, then you have the option of controlling underlings. These NPC soldiers are very useful on the PvP battlefields. Dealing with your underlings is very similar from one type to the next. Target the underling and bring up the radial menu. You see several choices of actions and commands you can give.

For example, when training a pet to understand a new command take these steps:



Hold on the "Train" selection and a drop-down menu appears, showing you what you can teach your pet. Let's say you choose "Attack."



Now type in the word that will be your pet's "Attack" command. In this case it's "Gettem."

The radial menu is your major interaction tool for pets and underlings. But after you've set your own commands, you can use the chat input window to send them to your cohorts.



CITY LIFE

In a populated galaxy with interstellar travel there's bound to be cities. In **Star Wars Galaxies**, these cities have many features in common, including buildings and services you can use while visiting.

The amenities that a city offers are vital to your health, advancement, and financial success. Some of them are controlled by and dependent on the game programming, so you could use them even if you were the only player in the galaxy. The mission terminals, for instance, can be used by a solo player without input from another real-life player. Other services are usable only with the cooperation of other human players. The auction system of the bazaar terminals depends on players putting up materials and goods for sale and other players who put up credits to buy those items.

NOTE

*Most of these features can be found in a city either on your in-game map or with the **/find** command.*



Press **[Ctrl]+[M]** to get an overlay, top down map of the city you're in. The major buildings are labeled. Use **[Ctrl]+MOUSEWHEEL** to zoom in and out of the overlay map. The **find** command is also useful. To find a specific building in a city, type **/find [NAME OF BUILDING]** in your chat line and press **[Enter]**. A window will appear with a list of all of the closest locations for various facilities. You also can use the **find** command to find trainers.

Not all settlements and towns have every feature (there's no shuttle port in Tatooine's Wayfar, for example) so check the city maps in this guide when entering a metropolis to see what's offered and where it is.

PLAYER STRUCTURES AND CITIES

Since the game's release, player cities have been added. Player cities founded by a Politician that have at least 10 citizens can be recognized as an official city in the game, and can get registered on the planetary map. See **Player Cities**, p. 56, for more information.

In addition, many classes have the ability to add certain types of structures to cities, including guild halls, hospitals, cantinas, and more. See **Chef, Dancer, Musician, Doctor, Combat Medic, Merchant** and **Architect** for details. Players can also purchase lots in the game and build houses (which may occupy multiple lots) using construction contracts.

TRAINING

The professions in **Star Wars Galaxies** are like jobs. You have a set of skills that you perform, and as you use those skills you gain experience. Get enough experience and you can boost your skills.

As you climb the ranks of your profession you gain bonuses to existing skills and commands. Often you also get new commands that you can use to build things, place things, or do things. Raising your skill levels makes your character more powerful. That allows you to range farther afield, hunt larger creatures, and take on tougher opponents.

To advance your skills, no matter what profession you choose, you need help. Someone wiser and more experienced has to train you in the skills you want to acquire. It can happen two ways.

First, you can find an NPC trainer. These are computer controlled characters whose sole purpose is to teach players new skills. The NPCs are profession specific. That is to say, you find Scout trainers and

Marksman trainers and so on. A Scout trainer can't teach you anything other than Scout skills.

These NPC trainers can be found in and around cities and towns. Many can be found outside, usually around other trainers. You can also locate trainers in the different guild houses that are in the larger cities. All of the major cities (those with starports) offer trainers for starting professions.

You need two things to gain a skill: the correct number of the correct experience points (of the right type, of course), and credits. Check the "Professions" chapter to find out what type of experience you need for a skill and what it will cost to learn it.

TIP

Note that Novice skills can only be taught by an NPC trainer. Players with the requisite skills can teach all other levels of a profession, including Master.

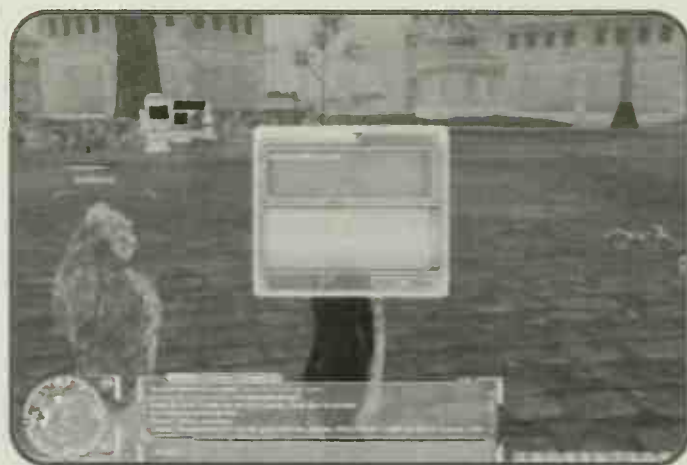
The second way to acquire skills is from a more experienced player. Someone who already has the skill you want to learn can train you. The advantage to this is you can probably get the training for a much cheaper price than the NPC trainers charge. The disadvantage is that it may be difficult to find a player with the specific skill you want to learn.

As with the NPC trainers, you must have the requisite amount and type of experience to learn a skill from another player. Once you find a willing teacher, use the radial menu to start a group with him. Once grouped, he needs to click and hold on you. The radial menu gives him the choice of "Teach."

When he selects "Teach," he gets a list of skills that he can pass on to you. He selects the right skill and you get a message to confirm that you want it. Click on that and bang, you've gained new knowledge.

NOTE

When Politicians acquire the ability to place mission terminals, they can add skill trainers to a town, providing yet another way for you to find someone to help you learn your chosen profession — for a price, of course.



When teaching a skill to another player, select "Teach" from the radial menu and you see this list. It shows what skills your student is ready to learn.

MISSION TERMINALS



Got nothing to do? Tired of simply hunting randomly in the wilderness? Find the mission terminal podiums with orange screens around just about every city and town. (And remember.... player cities may have mission terminals.)

Target them with your radial menu and select "Use." You can then choose from two types of missions: delivery or destroy.

TIP

Some NPCs give out missions. Use the radial menu to strike up a conversation and see if they need some work done. Many NPCs with missions have an "i" in a circle above their heads.

Delivery missions. For delivery missions, you must pick up something from an NPC and then deliver it to another NPC. Often you have to traverse great distances to complete the mission. In fact, it may be worthwhile to spend credits on a shuttle ticket to get to your drop-off point. You can run between points, but that can be dangerous because of creatures along the way. Usually the payment for a delivery mission more than covers the cost of a shuttle ticket.

When you first accept a delivery mission, you get an orange waypoint to the first person, who gives you the package to deliver. Once you make the pick-up, another orange waypoint appears leading you to the drop-off.

Destroy missions. Accepting a destroy mission means you have to go out and wreak havoc on a structure: either a creature's lair or a small structure built by humanoids. Expect the target to be guarded. You have to deal with whatever beings are attached to the structure before pounding it to dust. Plus, lairs have a nasty habit of spawning defenders. If that happens, switch your attack to the new creatures. Wipe them out before getting back to work on the structure. Finally, as you complete the demolition, there's a chance of a larger, stronger guardian popping up to take some swipes at you, so be wary.

If something goes wrong, you forget what the mission is, or you decide you're not in the mood anymore, check your datapad for the information. You can read the mission briefing, deactivate the waypoint, or even abort the mission altogether. There's no penalty for canceling a job.

TIP

If you're looking for Scouting experience, destroy missions are a good deal. Make sure you get one for clearing out a creature lair. Then you can extract resources from the creatures for Scout experience and get paid for the job. Plus you can hunt on your way to and from the lair.

Bounty Hunter Missions. As a Bounty Hunter, you can take on lucrative missions offered by the Bounty Hunter mission terminals. The big difference between these and the regular missions is that you don't get a convenient waypoint. Buy a droid to track down your target and store a waypoint.

Artisan Missions. In a crafting mission, follow the waypoint to an NPC who can make use of your skills to fashion or repair an item. You will be asked to collect the components, successfully assemble and then deliver the item for your reward. You may choose to take a survey mission instead, for which you will simply head out with your surveying tools and find a certain concentration of the required resource.

Entertainer Missions. For "Gig Missions" as a Musician and Dancer, you are given a waypoint. If it is a building, go inside and perform for the patrons. The gigs will be of varying lengths, so perform until you have fulfilled your contract and payment will be made automatically to your bank.

Explorer Missions. Scouts and Rangers excel at these. In a Recon Mission, you will be offered an opportunity to travel to a waypoint and observe a target, then report back to whomever gave you the mission. You may also choose a Hunting Mission to track down and collect a certain number of specific creatures. You don't get a convenient waypoint – you have to find them yourself!

NPCs

NPCs, non-player characters, populate many of the areas in **Star Wars Galaxies**. These characters, controlled by the game program, wander around to give the cities a lived-in feel and to provide some services for players. We've already talked about the NPC trainers, but you should be aware of other NPCs.

TIP

In the Mission window, click on the headings to sort the missions by Creator, Title, Payment or Starting Location! If you do not like any of the missions listed, click on "Refresh" at the bottom of the window to receive a new set of tasks.

NOTE

Some NPCs are found in the wilderness. Look for camps and other structures with several non-player characters hanging around. Start a conversation with them to see if they need anything done. Sometimes these missions earn you a badge.

NPCs IN MOTION

Several individuals parade around the metropolises. Some are in a hurry, others stroll or patrol. These NPCs aren't very interesting. They may say hello, or bark an order at you, but on the whole they just mind their own business and won't hold a conversation with you. Of course, you should always watch out for the rogues who decide that they don't like the way you look.

STATIONARY NPCs

Other NPCs don't move from their spot. You always find them waiting or gabbing in the same area. They may not be the exact same each time (names and species change) but you always find an NPC in certain spots.

NPC trainers are a good example of this. You always find them in the same place. You also may encounter other types of NPCs, such as nobles, who stick around. Try using the radial menu to strike up a conversation. It may not always work, but now and again you find one who has something she needs done. They give you missions similar to those you'll find at the mission terminals.

Other stationary NPCs are recruiters for different factions or simply folk hanging around. Take the time to get to know the inhabitants of the cities you frequent, as there are some interesting beings out there. And there are always merchant NPCs who tend to their wares in merchant tents placed by Merchant players.

BANKING

Credits make the solar systems spin. Plus it's nice to have a safe place to put things. Banks are your repositories for cash and items that you don't want to lug around on your character's body.

When you finish a mission, your reward is deposited directly into your bank account. When you pay for services such as cloning, the price is deducted directly from your account.

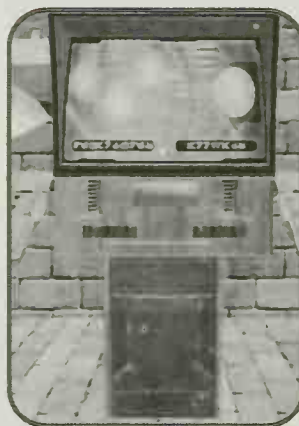
The banking terminals can be found in a central bank structure. Approach one and target it with the radial menu. You can then choose from a menu of services covering withdrawals, deposits, or the safety deposit box feature.

Use the radial menu on a bank to join that planetary bank. If you wish to move to another planetary bank, first remove all items from your safe deposit box, all of your banked credits, and then use the radial menu to leave the bank. You will then be free to join the banking system on another planet.

Make use of the banks as soon as you can, as they're handy. And don't forget — player cities can have banks too, if a Politician has placed one. Player city banks are connected to the planetary bank.

NOTE

You can tip someone directly from your bank account by typing /tip <name> <amount> bank. You can also use /tip <name> bank <amount> — it will accomplish the same thing. The bank charges a 5% fee for the use of the service, but it can be very useful when you are ranging far afield. Both you and the recipient of the credits will receive an in-game mail confirmation of the transaction.



A safety deposit box can hold items that you don't want to keep in your personal inventory, such as extra weapons, minerals and clothing. One thing to remember — if you join a bank on one planet, you can't access your safety deposit box on a different planet. (But, you can still deposit and withdraw credits.)

TRAVEL

The name of the game is **Star Wars Galaxies**, emphasis on galaxies. That's a lot of ground to cover. Luckily a pretty reliable system of shuttles can take you from city to city and planet to planet. (See the "Planets" chapter for a list of starport destinations.)

There are two types of travel center, the shuttle port and the starport. They aren't found in every city. Smaller towns may only have a shuttle port and the smallest settlements don't have either so you have to reach them by foot, mount or vehicle. Player-run cities can also have shuttleports, although you will often have to pay a travel tax.

The shuttle port is for on-planet travel, like to get to Mos Espa from Bestine on Tatooine. When you travel to a different planet, use a starport.

Of course, this isn't a free service. You need to spend a bit of credit to hop around the galaxy. The prices vary, but expect to pay at least 700 credits for a trip to another planet and 200 credits for than for a city-to-city ticket. Travel to outer planets is pricier.

To use the shuttle service, first find a shuttle port or starport. You can also use the command **/find shuttleport**, or the Shuttleport area of your in-game map. Within the starports (and to one side of the shuttle port) you discover the travel terminal.

Use the radial menu to access the terminal and you see a screen with a map of the planet and all its available shuttle locations. Under that map is a button that toggles between the planetary maps (the planet you're on) and the galactic maps (all the planets you can travel to). Under that are two pull-down windows.

The first one is for destination planet. Click on it and choose which planet you'll be traveling to. If you're going to another city on the same planet, then choose the name of the planet you're on. Next is the destination city. You can choose from all the available shuttle stops.

TIP

*To cut down on time spent running from one town to the next, use the burst run ability (by default it's the **F5** key). Your foot speed doubles briefly, so you can cover distance much faster. However, the burst run ability uses some HAM bar energy and doesn't recharge for 10 minutes. So if you've used it, then need it in an emergency, you're in the soup.*

You may need to make a layover on your journey. If you're on Corellia and you want to get to Naboo's moon, Rori, you can't get a direct flight. You have to buy a ticket to Naboo, then buy a second ticket to Rori. It's expensive, so plan ahead. Check the table in the front of the Planets chapter here to find out what where the space routes are.

If you want to buy a roundtrip ticket, check the "Roundtrip" box. This makes the ticket more expensive, but saves time. If you're taking the same route home, buy a roundtrip ticket.

Once you've made all the right choices, click on the "Purchase Ticket" button. Wait for a message that tells you you've successfully bought your ticket, then press "Exit." Now you have a shuttle to catch. Find the ticket collector, a silver protocol droid who lets you know when the next shuttle is arriving and takes your ticket when it's time.

NOTE

You can buy a ticket for interplanetary travel at any travel terminal (even one next to a mere shuttle port). However, you can use it only at a starport.

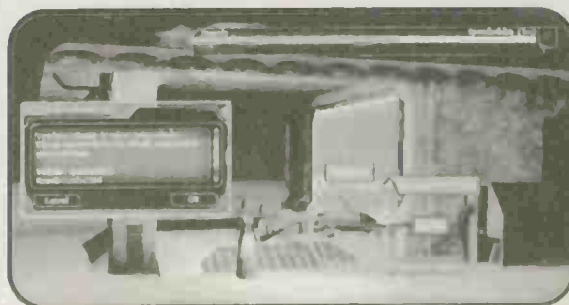
At the shuttle ports, the ticket collector is to the left of the travel terminal. In the starports you have to walk deeper into the complex, through a long hallway, until you come to the outdoor launchpad. You find the ticket collector there.

Use the radial menu to get the shuttle status. The droid tells you how long until the next shuttle arrives. When your ride shows up, use the radial menu again to board the shuttle. Or, doubleclick the ticket in your inventory.

PARKING GARAGE

Most players will be quick to purchase a vehicle. They are fast, fun and ... require maintenance! As you use your vehicle, or leave it idling outside of the Cantina for that quick getaway, its condition will deteriorate over time. You can view its condition simply by targeting it, just like a creature's health bar. If you allow its condition to reach zero, it will be irreparably broken.

All NPC cities and most larger Player Cities will have a Parking Garage. Simply drive up to it or call your vehicle from your datapad when you see the message, "You have entered into the proximity of a vehicle garage". Use the radial menu on your vehicle, and select "repair". The cost of the repairs is clearly indicated and will be deducted from your bank account if you accept the repairs. Fortunately, unlike garages on Earth, the repair estimates are always accurate!



CLONING FACILITIES



The smaller terminals in a cloning facility allow you to store clone data. The bigger terminals are for insurance purposes.

Accidents happen and mistakes are made. Chances are your character will be bested in combat at some point — probably several times. However, with cloning technology being as good as it is in **Star Wars Galaxies**, death's sting has been pulled. When you die you can respawn at a cloning facility. All NPC cities and most larger player cities offer cloning facilities. You control which facility you spawn at and what equipment your clone has when it spawns.

If you have a favorite city, a place you want to go after you die, head to that city's cloning facility and find the cloning terminal. Store clone data at that specific facility for a fee. Keep in mind that if you are cloned on Naboo but die on Lok, you return to the closest cloning facility. Cloning on the same planet ensures that you respawn with minimal wounds. If you forget to clone, or are not cloned on the same planet, you respawn at the closest NPC cloning facility and incur substantial wounds to your HAM bar.

The second service available at the cloning facility is insurance. Approach the insurance terminal and target it with your radial menu. You see two choices, "Insure All" and "Insurance Menu." Choose "Insurance Menu" and you see a list of your current inventory with numbers next to each item. Those numbers are what it costs, in credits, to insure that particular item. If you choose "Insure All," you simply insure everything your character is carrying; the price will be hefty.

Keep in mind that uninsured items decay by 5% each time you die. In the long run, insurance is a good investment. Your best weapons and armor are at the top of that list. If you do die you can run back immediately after being cloned and loot the items that you left behind.

Politicians can set up a player city that specializes in cloning, place a cloning facility, and implement reduced cloning insurance rates.

THE HEALING PROCESS

Now we get into the things you need other players for. At the top of that list is healing damage that your character suffers. The cities offer two buildings that are vital to revitalizing your HAM bars: the cantina and the hospital.

First, understand the different types of damage your characters take. There are three forms of injury in **Star Wars Galaxies** — attribute damage (heals on its own), wound and battle fatigue.

Attribute Damage

When you're in perfect health your HAM bars are filled with red, green, and blue. If you're in a fight and take attribute damage, then the color drains out of one or more of your HAM bars, leaving it white. Attribute damage regenerates on its own, so you don't need anyone's help to fix it. How fast it regenerates depends on your Constitution, Stamina, and Willpower attributes.

NOTE

You can take attribute damage without getting into a fight. Special moves and actions take a bite out of your attributes and some, like /tenddamage, will wound your character.



A healthy HAM bar is filled with color.



Attribute damage takes a toll. Notice the white areas at the right end of the HAM bars.



Wounds pile up. The black area at the right end of these HAM bars represent damage that needs professional care.

Wounds

If you get hit hard, you get wounded. A wound shoves one or more of your HAM bars down, leaving it black. This black damage does not regenerate and needs medical attention to be healed. A wound effectively lowers that attribute. If you have a 500 Health attribute and take a 50 point Health wound, you now have a 450 Health attribute — at least until you get it treated.

Battle Fatigue and Mind Wounds

When you've been in a nasty fight, your character can be traumatized. After a few encounters, press **[Ctrl][C]** to bring up your character sheet. Near the top you see a Battle Fatigue indicator with yellow numbers inside. That's the amount of trauma your character has suffered. The more Battle Fatigue you have, the less effective treatment for attribute damage and wounds will be.

The way to treat Battle Fatigue is by relaxing. Get away from the rough and tumble and enjoy yourself. Perhaps you could listen to music or watch a Dancer.

Always try to have your Battle Fatigue healed before your bodily wounds; it will then be easier for a Doctor or Medic to heal you. Likewise, they can apply buffs with greater success if you have no battle fatigue!

The Cantina

Here's where the healing path begins. Walk into a cantina and you will see a buzz of activity: knots of NPCs talking, chairs for sitting, a bar, and a few player characters dancing and playing music.

Pick an Entertainer and use your radial menu on him or her. If she's playing music, select "Listen." If he's dancing, select "Watch." Then relax and enjoy the show.

Check your character sheet (**[Ctrl][C]**) periodically to see if your Battle Fatigue has cleared up or not. When it is back to zero, you're ready for phase two, the hospital.

The more experienced an Entertainer is, the faster your Battle Fatigue melts away. Before you go (and if you have the means) tip the Entertainers who helped you out. Type **/tip <name> <amount>** to slip him or her a few credits.

NOTE

The more experienced an Entertainer is, the faster your Battle Fatigue melts away. However, if you step into a cantina that is devoid of player characters, you may not be out of luck. Have a seat and wait. Just being in the cantina heals Battle Fatigue, albeit very slowly. Do something else for a while as your character mends.

THE HOSPITAL

The hospital isn't a pretty place, but it's very necessary. Once you've cleared away any Battle Fatigue, find the nearest hospital and have a seat. Cities have hospitals, and the larger player-run cities may have one as well. Often there are many players clamoring for the attention of the player character Medics and Doctors.

NOTE

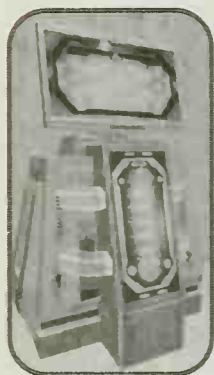
If you step into a hospital that is devoid of player characters, you may not be out of luck. Have a seat and wait. Just being in the hospital heals wounds, albeit very slowly. Go do something else for a while as your character heals.

You could take on Novice Medic Skills, buy your own medpacs from the medicine dispenser, then heal yourself. If not, you'll have to wait in line.

Medpacs, woundpacs and buff packs are time-consuming and complicated to make, particularly at higher levels of effectiveness. If the person who heals your wounds does not set a fee in advance, please tip the Medic or Doctor who helped you out and issue a verbal thank you.

Or, you may be able to trade organics for healing and you'll make a friend. Some players who pursue professions that require certain components will often prefer to pay for them instead of gathering these items themselves.

THE BAZAAR TERMINALS



Another feature of the cities that needs other player characters to function is the bazaar. Imagine an auction house that anyone can submit items to so anyone can bid on them, with it all done electronically. It can be a useful financial tool for your character.

The idea is simple. Use the bazaar terminals to sell items or bid on items that other players want to sell. This is a great way to find

weapons, armor, and items crafted by master Artisans. Or, if you're an Artisan yourself, you can find components or material for your own creations.

The bazaar terminals link all the planets together in a virtual marketplace where goods can be traded and bought from any point in the galaxy. All it takes is credits. A much more detailed description of how to use the bazaar system can be found in **Economy**, p. 161.

TIP

Don't forget to use the Auction tab in your chat window when bazaar-hopping!

CRAFTING STATIONS

When you're an Artisan with low skills, the generic crafting tool is enough to build your items. When you gain more skill and earn more complicated schematics, you must turn to special crafting tools and the large crafting stations to produce your objects.



The public crafting stations found in most cities give you the power you need. They are not generic, so you have to find a weapons crafting station for weapons, a druid crafting station for druids, a furniture crafting station for making furniture, and so on. Find more information on crafting in **Crafting**, p. 165.

JUNK DEALERS

When you're roaming about the wilds you tend to run into some hostile NPCs. Looting their bodies once you've defeated them often yields broken bits of equipment. This stuff is useless to you, but someone may need the parts.

Enter the Junk Dealer.

Keep the busted items you find and visit the Junk Dealer when you get back to town. This innovative character will buy your trash. It may not be a big pay-off but it's better than lugging around garbage, right?

Junk dealers also offer something that may be of interested to you, odd as it might sound. Strike up a conversation with them and find out about interesting items you can collect and assemble. (Perhaps an unusual rug or decorative item for your house?) Keep in mind, though, that you can only work on a single item at a time.



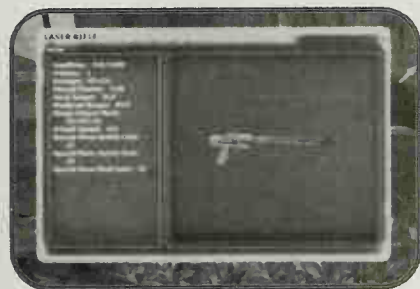
COMBAT

GEARING UP

So, you want to get out there and blast some beasties? Well, you need to know a few things before you go adventuring. First, let's discuss equipment. We'll start with weapons, as every profession starts with one type or another, then we'll move on to armor, which is harder to come by.

WEAPONS

Anyone can equip a weapon and start swinging or shooting, but understanding the stats of the one you are carrying will maximize your lethality.



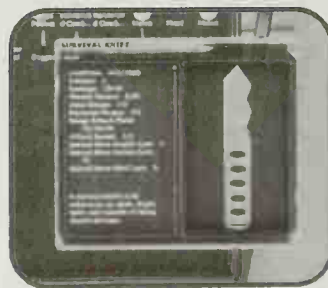
The laser rifle offers good accuracy bonuses at its ideal range, but you suffer a huge penalty when firing it at close range.

Open your inventory by pressing **[Ctrl]+[I]** and right-click on a weapon. Select "Examine" from the radial menu and the weapon's stats appear. A few stats are worth noting at this point. The first is damage, as it determines the minimum and maximum damage the weapon inflicts on the target. You may be tempted to choose the one with the highest damage output, but there are other stats to consider.

If you are a Marksman, and prefer to deal damage from a distance, then at what range are you going to engage your target? If you are soloing, you may start out at the ideal range for the equipped weapon, but the mob will close the distance quickly. If you didn't destroy the creature with your first few shots, you'll be engaging an angry mob at close quarters. To make matters worse, ranged weapon carriers are vulnerable to melee damage dealers.

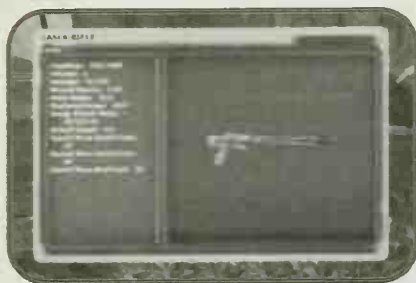
Let's assume that the only weapon you are carrying is the laser rifle pictured above. That should be enough right? It has a high damage output so it seems like a sound choice. So what's the problem? Look at the three numbers listed under "Range Attack Mods." The first number, -30, denotes that you take a significant penalty to accuracy when you fire this weapon at point-blank range. The second number, 10, states that you get a +10 bonus to your accuracy when firing this weapon at its ideal range (in this weapon's case, the ideal range is 52 meters). The third number, -60, denotes a severe accuracy penalty when firing this weapon at its maximum range (64 meters).

So, if you initiated combat standing up (we'll discuss postures in a bit) and you're 52 meters from the target, you'll get a +10 modifier to your accuracy roll. Not bad, but the creature didn't remain at 52 meters did it? Nope, it charged after you and is now in your face, leaving you with a -30 penalty to your accuracy. That's not good. The laser rifle's high damage output won't do any good if you can't hit your target. So, what to do?



The survival knife offers good accuracy bonuses when combat gets up close and personal.

Forewarned is forearmed, so in addition to the laser rifle, pack a melee weapon such as the survival knife pictured above, and switch to it when the mob closes in. It does less damage than the laser rifle, but you get a +30 chance to hit across the board. Your shots are sure to connect, and the target will fall in no time.



For those who wish only Ranged Weapons XP, a pistol with a bonus to your accuracy at point-blank range is nice.

The second option, if you are a serious Marksman, is to switch to a more friendly close-quarters weapon. The CDEF pistol shown here gives a bonus to your accuracy roll when discharged at point-blank range. Not as good as the dagger, but it does more damage to compensate, and you gain XP useful to your profession.

NOTE

Using a pistol instead of a melee weapon allows you to run and fire simultaneously, but doing so penalizes your accuracy.

There are other factors to consider when choosing a weapon, so check out the "Weapons" appendix in the back of the guide for a complete list of stats. But as long as you understand damage, ideal/max range, and range attack mods, you won't find yourself wondering why you can't hit a gnort with a laser rifle when it's hopping in front of you!

NOTE

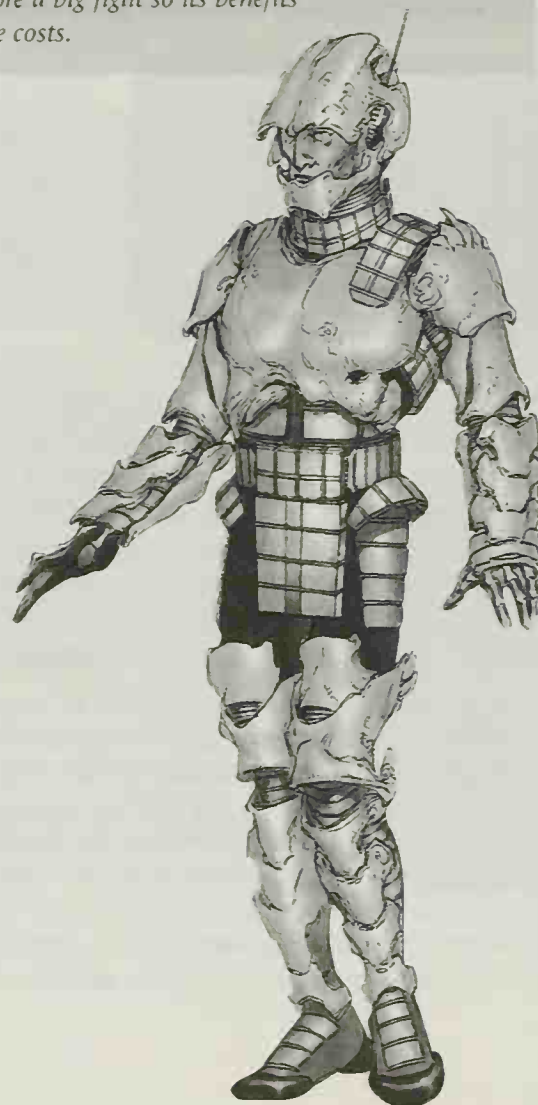
*You can equip and use any weapon from the outset, but if you are not certified with that type of weapon, you will suffer accuracy penalties. You will automatically gain certifications in different weapons as you advance through your profession. To check what weapons you are currently certified in, or will gain in the future, open the skills window by pressing **Ctrl+S** and click on any portion of your profession's skill tree. Look to the "Commands Granted" section of the window to see what certifications, if any, are granted at that level. However, not all professions grant weapon certifications.*

ARMOR

Armor is a mixed blessing in **Star Wars Galaxies** because while it offers some protection, it also detracts from one or more of your nine attributes. Before donning a piece of armor, open your character sheet and take note of your stats. After equipping the armor from your Inventory screen by double-clicking on it, note what stats have taken penalties. Refer to the armor list in the "Armor" appendix at the back of this guide to see what resistances or vulnerabilities are also bestowed. Then make an informed decision regarding what, if any, pieces you will equip.

TIP

Wearing armor all the time is rarely a good idea as it affects your proficiency at many chores, from healing to crafting. Equip it before a big fight so its benefits outweigh the costs.



SETTING UP YOUR TOOLBARS

Before heading out to do battle with the bad guys, gals, critters, and creatures, prepare for the impending conflict by setting up your toolbars. After all, the last thing you want to do during combat is fumble through your toolbars and "Abilities" menu trying to find the perfect move.



This is your toolbar. It allows you to quick-key 12 (more than 60 total) actions or items that then can be activated or equipped by pressing the corresponding function key.

The toolbar is a set of 12 slots that correspond to your **[F1]** – **[F2]** keys and can be customized to suit any type of play. During gameplay, pressing a function key initiates the action that you set to that particular slot in the toolbar. For example, setting **/burst** to the **[F4]** slot in your toolbar allows you to burst run by pressing **[F4]**.

In addition, pressing **[Ctrl]+[Tab]** scrolls through five sets of toolbars, giving you 60 slots with which to play. Setting up multiple toolbars prepares you for any contingency during combat.

TIP

You can drag the toolbar open to show 2 rows of 12, resulting in 24 slots per page. This is 144 total slots over 6 pages for your hotkeys.

TIP

As you progress through skill levels and gain a greater number of special moves, consider using one toolbar for each weapon and the moves associated with it.



You can remove actions from your toolbar by right-clicking on them and selecting "Remove" from the radial menu. You can also drag actions to another spot on your toolbar.

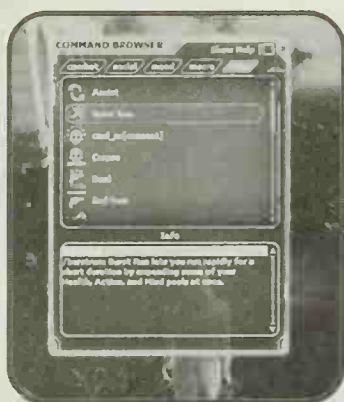
Let's set up a sample toolbar to get you started. We'll use a Marksman as an example, although the basic strategy applies to any class. When you begin the game, the toolbar is cluttered. Let's clear the slate and start fresh. Right-click on each slot and select "Remove" from the radial menu. This deletes the action associated with that slot. Do that with all 12 and we can begin to construct a toolbar customized to suit your style of play.



*Open the Command Browser by pressing **[Ctrl]+[A]**. All of your actions, emotes, moods, and socials can be found here.*

When approaching an enemy you wish to attack, the easiest way to start combat is by selecting it and pressing the "Attack" key, which you need to bind to a function key on your toolbar. To do so, select the Command Browser by pressing **[Ctrl]+[A]**. Under the "Combat" tab, click on the "Attack" icon and drag it to an empty slot on your toolbar. We're binding it to **[F1]**, but you can place it anywhere you like.

For a Marksman, or any ranged weapon user, postures are very important. We'll get into their benefits in a bit, but you'll need these quick-slotted in your toolbar. With your Command Browser (**[Ctrl]+[A]**) up, select the "Other" tab and find a list of commands. Select and drag "Standing," "Kneeling," and "Prone," to three empty slots on your toolbar. We'll bind them to our **[F2]**, **[F3]**, and **[F4]** slots respectively.



Our toolbar is coming along, but customize yours as you wish. You can always change it later.

We spoke of burst run earlier, and we'd recommend placing that on your toolbar as well, as it could help you get out of a jam (remember though, that burst run has a significant recharge time and using it drains your HAM bars). Find the burst run icon within the "Other" tab in your Command Browser.

Next, place your weapon on your toolbar. If you started as a Marksman, your only weapon is a pistol. Press **[Ctrl]+[I]** to open your inventory and drag the pistol to an open slot.

NOTE

It is worthwhile to note, especially for Brawlers who like to switch between melee weapons and unarmed combat, that pressing your weapon key once equips the weapon, and pressing it a second time un-equips it, leaving you to fight with bare hands.

Should you find or purchase a second weapon, place that on your toolbar as well. A Marksman will want to find a longer range weapon, while a Brawler may want to find a two-handed weapon or a polearm.



Don't neglect any innate abilities you may have been granted, they are extremely useful.

If your selected species has any innate combat abilities, such as "Wookiee Roar," place that on your toolbar. Find innate abilities under the "Combat" tab within your Command Browser. While you are there, check for any special moves that your class was granted at creation. Marksman have "Point-Blank Single 1" and "Point-Blank Area 1," which negate any negative modifier applied to your accuracy if you are firing your pistol at zero range. Marksmen also receive "Overcharge Shot 1," which adds damage at the expense of weapon condition. For a complete list of special moves, check out the "Special Moves" section at the end of this chapter.

TIP

Anyone who is group savvy will place the assist icon on his or her toolbar. This allows you to attack the same creature as a group member is attacking.

MULTI-CLASS TRAINING



A Marksman who has trained as a Brawler (or vice versa) has the versatility of proficiently using both ranged and melee weapons.

This toolbar set-up should suffice for now, but feel free to rearrange it to fit your style of play. Don't be afraid to train in classes that complement your own, as the skills they offer help in your early adventuring. For example, almost any class benefits from training in Novice Medic, as it allows you to apply

damage stimpacks both in and out of combat. Also, a Marksman, Brawler, or Scout will find various benefits inherent in Novice training in the other two classes. For example, a Marksman who is proficient in melee combat (by training in Novice Brawler) does not have to rely on his ranged weapons at close range, which are not only inaccurate, but incur a defensive penalty against melee weapon users.

Likewise, a Brawler who is proficient with a carbine can inflict some damage from a distance, before switching to unarmed or melee weapons.

Training in the Scout class allows you to harvest resources that aid in crafting, but also lets you train in Exploration to increase movement through harsh terrain. Scouts can also train in Survival, which allows them to set up camp, where wounds can be healed (should you have the appropriate training or a friend who is so adept).

Train in a variety of classes to maximize your character's efficiency; you can always drop the skills later, should you need to free up your skill points for specialization.

If you heed our advice, place your newly learned abilities, commands, or items on the toolbar. For example, if you trained in Novice Medic, open your inventory (**Ctrl**+**I**) and drag the stack of stimpacks into an empty slot. During combat, if you get low on Health or Action, a stimpack may save you from incapacitation or death.



FINDING CREATURES



Creatures appear as red dots or arrows on your radar screen. Lairs appear in yellow.

Creatures appear as red dots on your radar, and the weakest ones lurk outside your starting city. Walk around until you see a red dot or a red arrow. Zoom out a bit to increase your radar's search radius. Click on the + and - symbols near the radar's display to zoom in and out respectively. A setting of 128 meters usually suffices. If you find a red arrow, it means that the creature is outside your radar's current range. Zoom out until it becomes a dot, then head in that direction to find the mob.

LAIRS



Yellow boxes indicate creature lairs, which generally are guarded by the mobs that inhabit them. Firing on the lair elicits an aggressive response by any nearby critters that call that lair home. Also, mobs may spawn while you are destroying the lair, and there is a chance that a boss creature may spawn that is a higher level than the rest.

Engage lairs with the above information in mind and you will come away with some hefty experience.

APPROACHING THE TARGET

After you find a red dot on the radar, walk toward it until the creature is visible. All creatures have an "Approach Trigger Range" that determines how close the player can get before the creature reacts to his or her presence. The ATR does not mean the creature will aggro at that range, it just means that it will show some sort of recognition.

NOTE

If you are a short distance from the starting city, chances are that creature will not be aggressive.

When approaching a creature, you may see one of three symbols floating over its head. A "?" above its head means that the creature is alerted to your presence. It may flee, or wait to see what you do next.

When you see "!" above a creature's head, the creature is warning you to back off. If you don't want to engage the mob, step back and it should calm down.

A "\/" symbol indicates that the creature is scared. Pressing it further may cause it to flee.



It seems you have disturbed this guy.



ASSESSING THE TARGET

Attacking any creature you come across is not suggested. Rather, you need to assess the creature's strength relative to your own. Select the nearest creature by pressing [Tab], or by single clicking on the target.

NOTE

Every successive press of t selects a target that is farther away, until all targets in sight have been cycled through.



Clicking on a creature reveals, from left to right: your accuracy modifier (chance to hit that creature), the creature's HAM bars, and the conning symbol.

Notice that your enemy's HAM bars appear above its head, as does a small, colored starburst icon. The color of this symbol corresponds to a difficulty rating system, which is outlined below:

- **Green:** Well below your skill level and easy to defeat. The XP gained from defeating such a creature will be minimal.
- **Blue:** Slightly below your skill level. Blue targets put up a fight, but you should emerge victorious. Use caution when engaging multiple blue targets; they can quickly get the better of you.
- **White:** Equal to you in level. Defeating such a target is difficult, especially if you rely on auto-attack. Take advantage of posturing, your weapon's ideal range, and/or a few special moves to take a white con mob. The XP rewards are significant if you pull it off.
- **Yellow:** Slightly above your skill level. Avoid such fights unless you have superior weaponry, incredible tactics, a supply of healing devices, or some friends nearby.

- **Red:** Hope you like the view from the ground. Red targets usually deal a deathblow on you, so you'll pay with your life. Take these on only with an experienced group.

You can select a creature and type **/con** for a written assessment of the creature's level relative to your own.

NOTE

Creatures may con somewhere in between the colors listed above. In that case, you see a blend of the lower and upper con. For example, a light blue icon represents a creature whose level lies between a green and a blue con. The con is based on your skill with your currently equipped weapon. The color may change if you change weapons.



This vrolbal looks like an even match and you get this message in your chat window.

CREATURE STATS



These mobs are "pack" creatures that assist one another in combat. Avoid this type if you are solo.

Aside from the conning process listed above, check the creature stats in the back of this guide. It gives you more information than conning will, such as whether or not the mob is part of a pack (pack mobs assist each other in combat), or whether the mob is a killer and thus will deal a deathblow to you (non-killers will only incapacitate you). A beginning character should steer clear of packs or killers.

INITIATING COMBAT

When you find an ideal candidate to battle, initiate combat. Before pressing your "Attack" button (which by now you have placed on your toolbar), you must decide on your attack range. If you are using a ranged weapon, move to its ideal range as found by right-clicking on it and selecting "Describe." Attacking from a weapon's ideal range grants a bonus to your accuracy roll. Before firing, read up on postures to maximize your efficiency.

If you are using a melee weapon, then you need to get up close and personal before you start swinging.



This is your accuracy modifier; it fluctuates for a few reasons including: distance to the target, the posture you have assumed, the posture of the target, whether or not you are moving, and any states you are suffering from. The higher the number, the better the chance of hitting your target.

POSTURES

Think of postures as your stance in combat. Different postures affect both your attack modifiers and the attack modifiers of your enemy. There are three combat stances:



Standing: This is the default stance and applies no modifiers to your accuracy. However, enemies spot you more quickly if you are standing.



Kneeling: This provides a positive modifier to your accuracy, and enemies will have a harder time spotting you, allowing you to get off more shots before they retaliate. Also, if your enemy is using ranged weapons as well, it receives a negative modifier to its accuracy roll. The downfall is that enemies attacking with melee weapons get a positive modifier against you in addition to the positive modifier they already receive because you are holding a ranged weapon.



Prone: Lying prone gives a significant boost to your accuracy modifier, while giving a significant penalty to those firing at you. It takes an enemy much longer to spot you, ensuring that you'll get off multiple rounds before it closes in. An enemy using melee weapons is at a huge advantage while you remain in the prone position. You cannot attack if your opponent is at point-blank range; switch to the kneeling or standing posture to resume fighting.

When you are at your ranged weapon's ideal range, assume the prone position (If it's not on your toolbar, type /prone and initiate combat by pressing the function key associated with the attack command, double-clicking the target, or left-clicking the target and selecting "Attack" from the radial menu. Either way works, although the first is the most efficient.

SPECIAL MOVES

Throughout combat, you can use any special moves you have learned through either innate abilities or class-training. To view all that you have acquired, open your Command Browser by pressing **Ctrl+A** and select the "Combat" tab. Assign any special moves to your toolbar so you have quick access to them during combat.

Using special moves incurs a cost however, as they drain points from your Health, Action, or Mind bars.

NOTE

*You can also perform a special move by entering it's name in your chat window, preceded by a forward slash. For example, type **/berserk** to initiate the berserk special move.*

SPECIAL MOVES TABLE

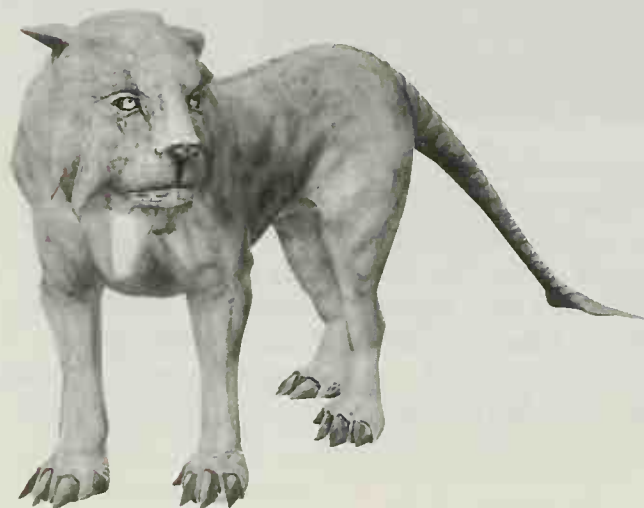
Target Affect lists the number of targets affected by the Move. **Single** affects only one target. **Area** affects all targets within the melee weapon's **Range**, unless noted with a specific number. **Cone** affects all targets within the specified length and width of the cone of fire.

MODIFIERS:

- **Time:** Multiply the modifier and your equipped weapon's attack speed to get the base time to perform the special move.
- **Damage:** Multiply the modifier and your equipped weapon's min/max damage to get the base amount of damage that the special move inflicts. (All moves that cause HAM wounds also cause bleeding to the affected stat.)
- **Health, Action, Mind:** Multiply the modifier and your equipped weapon's HAM costs to get the actual cost to perform the special move.
- **To-Hit:** Bonus to your accuracy modifier when performing the special move.

Notes provide short descriptions as well as the move effects, such as:

- Attacker or opponent change of posture after the move.
- Effect(s) of the move and their durations in seconds. (Chances of the effect happening that are lower than 100% are specified.)



Move	Target Affect	MODIFIERS						Notes
		Time	Damage	Health	Action	Mind	To-Hit	
1H MELEE								
BlindHit1	Single	1.5	1.5	0.5	0.5	0.625	25	Blind (30 sec.)
BlindHit2	Area (Range)	2.25	2.5	0.75	0.75	1.25	25	Blind (50 sec.)
BodyHit1	Single	1.5	2	0.5	0.5	0.625	25	Body hit
BodyHit2	Single	2	3	0.75	0.75	1.25	25	Body hit; Damage
BodyHit3	Single	2.25	4	1	1	2	25	body hit; Damage
DizzyHit1	Single	1.5	1	0.5	0.5	0.625	25	Dizzy (30 sec.)
DizzyHit2	Area (Range)	2.25	1.5	0.75	0.75	1.25	25	Dizzy (50 sec.)
HealthHit1	Single	1.5	1.5	0.5	0.5	0.625	25	Wound
HealthHit2	Single	2	2.5	0.75	0.75	1.25	25	Wound
Hit1	Single	1.5	2	0.5	0.5	0.625	25	Damage
Hit2	Single	2	3	0.75	0.75	1.25	25	Higher damage
Hit3	Single	2.25	4	1	1	2	25	Higher damage; 40% / Blind (30 sec.)
Lunge1	Single	1.5	2	0.5	0.5	1	25	Extended distance; Opponent lower posture
Lunge2	Single	2.5	3	0.625	0.625	1.5	25	Extended distance, Opponent knocked down
ScatterHit1	Single	1.5	2	1	1	1.5	25	Multi hit location
ScatterHit2	Single	2.5	3	1.25	1.25	2	25	Multi hit location
SpinAttack1	Area (Range)	1.5	2	1	1	1.5	25	Area attack
SpinAttack2	Area (Range)	2.5	3	1.25	1.25	2	25	Area attack; 40% / Blind (30 sec.)

2H MELEE

Area1	Area	1.5	2	0.5	1.5	0.5	10	Area hit; Opponent lower posture
Area2	Area	2	3	1	2	1	10	Area hit; Damage; Opponent lower posture
Area3	Area	2.5	4	1.5	2.5	1.5	10	Area hit; Damage; Opponent lower posture; 30% / Dizzy (30 sec.)
HeadHit1	Single	1.25	2	0.5	1	0.5	10	Head hit
HeadHit2	Single	1.75	3	1	1.5	1	10	Head hit
HeadHit3	Single	2.25	4	1.5	2	1.5	10	Head hit
Hit1	Single	1.5	2	0.5	1	0.5	10	Damage
Hit2	Single	2	3	1	1.5	1	10	Higher damage
Hit3	Single	2.5	4	1.25	2	1.25	10	Higher damage; 30% / Dizzy (30 sec.)
Lunge1	Single	1.5	2	1	0.5	0.5	10	Extended distance; Opponent lower posture
Lunge2	Single	2.5	3	1.5	0.625	0.625	10	Extended distance; knocked down
MindHit1	Single	1.25	1.5	0.5	1	0.5	10	Mind hit
MindHit2	Single	2	2.5	1	1.5	1	10	Mind hit
SpinAttack1	Area (Range)	1.5	2	1	1.5	1	10	Area attack
SpinAttack2	Area (Range)	2.5	3	1.5	2	1.5	10	Area attack, Higher damage
Sweep1	Single	1.5	1.5	0.75	1.5	0.75	10	Opponent lower posture
Sweep2	Area (Range)	2.5	2	0.5	2.25	1	10	Opponent lower posture; low damage

CARBINE

ActionShot1	Single	1.5	1.5	1.75	1.25	0.5	25	Damages action drain/regen, Opponent lower posture
	Cone (64 x 15)	2	2	2	1.25	0.5	25	Action drain/regen, Opponent lower posture
BurstShot1	Single	2	2	1.75	1.25	0.5	25	Increased damage
BurstShot2	Single	2	3	2	1.25	0.5	25	Increased damage
ChargeShot1	Single	2	1	0.5	2	0.5	25	Opponent knocked down
ChargeShot2	Single	2	2	0.5	1.5	0.5	25	Cone
CripplingShot	Single	2	2.5	0.5	2	0.5	25	Single shot, High damage
FullAutoArea1	Cone (64 x 15)	1.5	1.5	1.75	2.5	0.5	25	Area, 5 sec / Stun (30 sec.), Blind (40 sec.), Dizzy (30 sec.)

Move	Target Affect	MODIFIERS						Notes
		Time	Damage	Health	Action	Mind	To-Hit	
FullAutoArea2	Cone (64 x 15)	1.5	2	2.5	2.5	0.5	25	Area; 30% / Stun (30 sec.), Blind (40 sec.), Dizzy (30 sec.)
FullAutoSingle1	Single	1.5	2	1.75	2.5	0.5	25	Single; 30% / Stun (30 sec.), Blind (40 sec.), Dizzy (30 sec.)
FullAutoSingle2	Single	1.5	3	2	2.5	0.5	25	Single; 30% / Stun (30 sec.), Blind (40 sec.), Dizzy (30 sec.)
LegShot1	Single	2	1	2.25	1.25	0.5	25	Shoots legs
LegShot2	Single	2	2	0.5	1.5	1.5	25	Shoots legs; 85% / Stun (45 sec.)
LegShot3	Cone (64 x 15)	2	3	0.5	2	2	25	Shoots legs; Stun (30 sec.)
ScatterShot1	Single	2	2	1.75	1.25	0.5	25	Damages multiple locations
ScatterShot2	Single	2	3	2	1.25	0.5	25	Damages multiple locations
SuppressionFire2	Single	1.5	1.5	2	1.25	0.5	25	Opponent lower posture
WildShot1	Single	2	1.5	1.75	1.25	0.5	25	30% / Stun (30 sec.)
WildShot2	Single	2	2	2	1.25	0.5	25	30% / Stun (30 sec.)

PISTOL

BodyShot1	Single	1	2	0.5	0.75	0.5	50	Shoots body
BodyShot2	Single	1	3	0.5	1	0.5	50	Shoots body
BodyShot3	Single	1	4	0.5	1.25	0.5	50	Shoots body
Defense1	Single	2	2	0.5	0.75	0.5	50	Hit with pistol; Opponent knocked down
Defense2	Single	2	4	0.5	1	0.5	50	Hit with pistol
DisarmingShot1	Single	1.5	2	0.5	0.75	0.5	50	Hits gun
DisarmingShot2	Cone (64 x 15)	2	3	0.5	1	0.5	50	Hits gun; Opponent knocked down
DiveShot	Single	1.5	2	0.5	0.75	0.5	50	Dive to prone posture while attacking
DoubleTap	Single	2	3	0.5	0.75	0.5	50	Increased damage
FanShot	Single	2	3	0.5	1	0.5	50	Fullautosingle with pistol
HealthShot1	Single	2	1.5	0.5	0.75	0.5	50	Damages health drain/regen
HealthShot2	Single	2	2	0.5	1	0.5	50	Damages health drain/regen
KipUpShot	Single	1.5	2	0.5	0.75	0.5	50	Rise to standing posture while attacking
LastDitch	Single	4	4	0.5	1.25	0.5	50	High damage; High delay; 75% / Stun (30 sec.)
LowBlow	Single	2.5	1.5	0.5	1	0.5	50	Opponent knocked down
MultiTargetPistolShot	Single	2	2.5	0.5	1.25	0.5	50	Wrapper for above
MultiTargetShot	Single	1	2.5	0.5	1.25	0.5	50	Actual attack; No action cost / time mods
PanicShot	Cone (64 x 15)	3	1	0.5	1.25	0.5	50	Delays everyone in cone
PointBlankArea2	Single	1.5	2	0.5	1	0.5	50	No close range penalty
PointBlankSingle2	Single	1.5	3	0.5	1.5	0.5	50	No close range penalty
RollShot	Single	1.5	2	0.5	0.75	0.5	50	Roll to kneeling posture while attacking
StoppingShot	Single	2.5	3	0.5	1.25	0.5	50	Increased damage

POLEARM

ActionHit1	Single	1.5	1.5	1	0.5	0.5	10	Actionwound
ActionHit2	Single	2	2.5	1.5	1	1	10	Actionwound
Area1	Area (Range)	1.75	1.5	1.5	1	1	10	Area attack; Damage
Area2	Area (Range)	2.5	2	2	1.5	1.5	10	Increased damage; 75% / Dizzy (30 sec.), Stun (30 sec.)
Hit1	Single	1.5	2	1	0.5	0.5	10	Damage
Hit2	Single	2	2.5	1.5	1	1	10	Damage; 75% / Stun (45 sec.)
Hit3	Single	2.5	3	2	1.5	1.5	10	Damage; Opponent lower posture; 75% / Stun (45 sec.)
LegHit1	Single	1.25	1.5	1	0.5	0.5	10	Leg hit
LegHit2	Single	1.75	2.5	1.5	1	1	10	Leg hit
LegHit3	Single	2.25	3	2	1.5	1.5	10	Leg hit
Lunge1	Single	1.5	1.5	0.5	1	0.5	10	Extended distance; Opponent lower posture
Lunge2	Single	2.5	2.5	0.625	1.5	0.625	10	Extended distance; Opponent knocked down
SpinAttack1	Area (Range)	1.5	2.5	1.5	1	1	10	Area attack
SpinAttack2	Area (Range)	2.5	3	2	1.5	1.5	10	Area attack; 75% / Dizzy (25 sec.)

Move	Target Affect	MODIFIERS						Notes
		Time	Damage	Health	Action	Mind	To-Hit	
Stun1	Single	1.5	1.5	1	0.5	0.5	10	Stun (30 sec.)
Stun2	Area (Range)	2	2.5	1.5	1	1	10	Area attack; Stun 60%
Sweep1	Single	1.5	1.5	1.5	1	1	10	Opponent knocked down
Sweep2	Area (Range)	2.5	2.5	2	1.5	1.5	15	Area attack; Opponent knocked down

RANGED

OverChargeShot1	Single	1.25	2	0.5	0.5	0.5	15	Increased damage
OverChargeShot2	Single	2	3	1	1	1	15	Increased damage
PointBlankArea1	Area (12 x 15)	1.5	2	0.5	1.25	0.5	15	No close range penalty
PointBlankSingle1	Single	1.5	2	0.5	1.25	0.5	15	No close range penalty
SuppressionFire1	Single	1.5	1	1.75	1.25	0.5	25	Opponent lower posture
ThreatenShot	Single	2	0.25	1	1	1	15	Makes skittish things flee
WarningShot	Single	2	0.25	1	1	1	15	Makes things confused and unable to run to you

RIFLE

ConcealShot	Single	2	0.75	0.5	0.5	1.5	5	No auto response attack
FlurryShot1	Single	2	1	0.5	0.5	1.5	5	85% / Dizzy (45 sec.)
FlurryShot2	Cone (64 x 15)	2	1.5	0.5	0.5	2	5	Cone attack; Dizzy (30 sec.)
FlushingShot1	Single	2	1	0.5	0.5	1.5	5	Opponent higher posture; Stun (35 sec.)
FlushingShot2	Cone (64 x 15)	2	1.5	0.5	0.5	2	5	Opponent higher posture; Stun (35 sec.)
HeadShot1	Single	1.5	1	0.5	0.5	1	5	Shoots head
HeadShot2	Single	1.5	1.25	0.5	0.5	1.5	5	Shoots head
HeadShot3	Single	2	1.5	0.5	0.5	2.5	5	Shoots head
MindShot1	Single	1	1	0.5	0.5	2	5	Damages mind drain/regen
MindShot2	Single	1.5	2	0.5	0.5	1.5	5	Damages mind drain/regen
SniperShot	Single	2	0.75	0.5	0.5	2	5	Ranged deathblow
StartleShot1	Single	2	0.75	0.5	0.5	1.5	5	Opponent higher posture
StartleShot2	Cone (64 x 15)	2	1.25	0.5	0.5	2	5	Opponent higher posture
StrafeShot1	Single	2	0.5	0.5	0.5	1.5	5	Clears cover; Adds delay
StrafeShot2	Cone (64 x 15)	2	0.75	0.5	0.5	2	5	Clears cover; Adds delay
SurpriseShot	Single	2	2	0.5	0.5	1.5	5	Sneak attack from cover

UNARMED

Blind1	Single	2	1.5	1.5	1.5	1.5	15	Blind (50 sec.)
BodyHit1	Single	2	2.5	1.75	1.75	1.75	15	Body hit
Combo1	Single	2	2	1.5	1.5	1.5	15	Head hit; Body hit
Combo2	Single	4	3	2	2	2	15	Head hit; Body hit; Leg hit
Dizzy1	Single	2	1.5	1.5	1.5	1.5	15	Dizzy
HeadHit1	Single	2	2.5	1.75	1.75	1.75	15	Head hit
Hit1	Single	1.5	2	1	1	1	15	Damage
Hit2	Single	2.5	3	1.5	1.5	1.5	15	Damage
Hit3	Single	3	4	2	2	2	15	Damage, 40% / Blind (30 sec.)
Knockdown1	Single	1.5	1	1	1	1	15	Opponent knocked down
Knockdown2	Single	2	1.5	1.5	1.5	1.5	15	Opponent knocked down; 75% Dizzy (40 sec.)
LegHit1	Single	2	2.5	1.75	1.75	1.75	15	Leg hit
Lunge1	Single	1.5	2	1	1	1	15	Opponent lower posture
Lunge2	Single	2	3	1.5	1.5	1.5	15	Extended distance; Opponent knocked down
SpinAttack1	Area (Range)	2	2	1.5	1.5	1.5	15	Area attack
SpinAttack2	Area (Range)	3	3	2	2	2	15	Area attack
Stun1	Single	2	1.25	1.5	1.5	1.5	15	Stun (60 sec.)

STATES

If any special moves affect you, an icon appears next to your name on the HUD, denoting what state you are currently in.



This is the stunned icon, it informs you that you are currently stunned and suffering from its effect. As with all states, the stunned state is temporary.

The following is a list of states and their descriptions. Learn them; they will significantly impact the outcome of a fight:



Aggressive: Increases chance of delivering a successful counterattack and decreases chance of getting hit in combat.



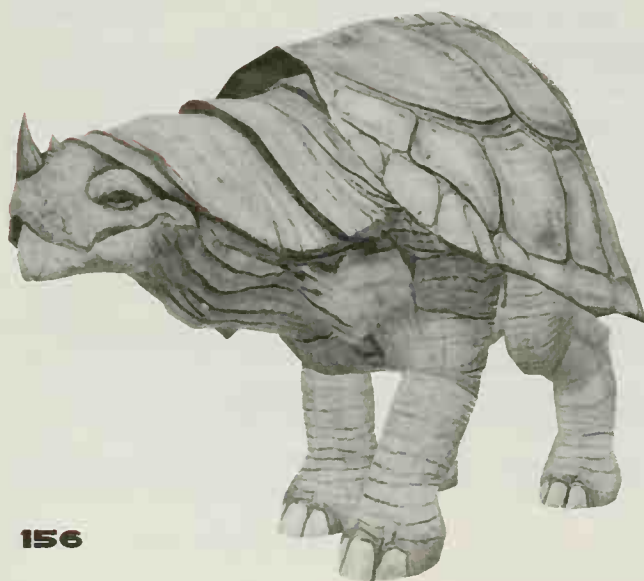
Aiming: Provides a bonus to hit on the next attack.



Alert: Counters surprise attack special move.



Berserk: Provides a bonus to hit, faster attacks, and damage bonus, but also applies a penalty to defense.



Blindness: Applies penalties to both offense and defense.



Dizziness: Creates chance of falling down when changing postures.



Evading: Provides chance of dodging an attack.



Immobilized: Prevents movement.



In Combat: Indicates that the character is involved in combat.



Incapacitation: Character is incapacitated (any HAM bar has dropped to 0) and is vulnerable to a deathblow.



Intimidated: Increases chance of being hit by attacks.



Rallied: Provides both a bonus to hit and a bonus to defense.



Stunned: Applies penalties to defense.



Taking Cover: Provides bonuses to defense.



Tumbling: Provides defensive bonuses while changing postures.

TAKING DAMAGE



Damage reduces one or more of your HAM bars, but the bars regenerate over time.

Throughout combat, you'll take damage to one or more of your Health, Action, and Mind bars, either through damage inflicted by your opponent, or through the use of special moves. The bars regenerate over time, or they can be healed during or after combat by the use of stimpacks. You need to be trained in Novice Medic to use stimpacks.

To use a stimpack, open your inventory by pressing **[Ctrl]+[I]**, right-click on the stimpack, and select the "Use on self" option. If you dragged the stimpack to your toolbar, press the corresponding function key to activate the stimpack. Just make sure you have yourself selected first.

When watching the fight, you'll notice numbers floating off your character. Red numbers indicate damage to your Health bar, green numbers indicate damage to your Action bar, and blue numbers represent damage to your Mind bar. A blend of the above colors represents damage to two pools, while a white number indicates damage to all pools.



The numbers floating above your head represent the damage you have sustained.

BLEEDING

Certain weapons, on a successful hit, cause you to bleed. Bleeding slowly drains one or more of your HAM bars until it is cured, or it runs its course. Be careful; bleeding to incapacitation is possible, so get cured or use stimpacks to boost your bars before they fall to zero.

INCAPACITATION

You become incapacitated if one or more of your HAM bars fall to zero. You cannot move, deal damage, speak, or equip items while in this state. A timer appears to let you know how long you will remain in the incapacitated state.

Another player can revive you by using a stimpack on your fallen body, or you can wait until the state passes.



This timer counts down to the time you will revive, unless the creature that incapacitated you performs a deathblow.

DEATH

Death occurs if a creature or player performs a deathblow on you while you are incapacitated, or, if you become incapacitated three times within any 10-minute span. Should this occur, you have the option of cloning at the nearest facility, or whichever facility at which you have bound yourself.

If you have not insured your items at an insurance terminal, most of your items will be left on your corpse. Luckily however, finding your corpse is a breeze as a waypoint is automatically set to show you the way.

LOOTING

If you are successful in combat or if you are retrieving items left on your corpse, loot any items left on the carcass. Double-click on the corpse to loot all items from that corpse. Or, right-click on the target, and select "Loot" or "Loot All" from the radial menu. Selecting "Loot" opens a window that allows you to loot only the items you see fit, while selecting "Loot All" removes all items from the corpse and places them in your inventory. Scouts also get the option to harvest resources from the corpse, gaining XP and organic resources in the process.

POST-COMBAT HEALING

Damage sustained in combat regenerates over time, or can be healed through the use of stimpacks. Wounds do not regenerate. Wounds reduce the maximum number of points in your Health, Action, and Mind pools.



A wound reduces an attribute's maximum value and is illustrated by black sections at the end of a player's HAM bars.



To heal Health and Action wounds, visit a Medic, Combat Medic, or Doctor at your nearest hospital. To heal Mind wounds, visit an Entertainer at your local cantina.

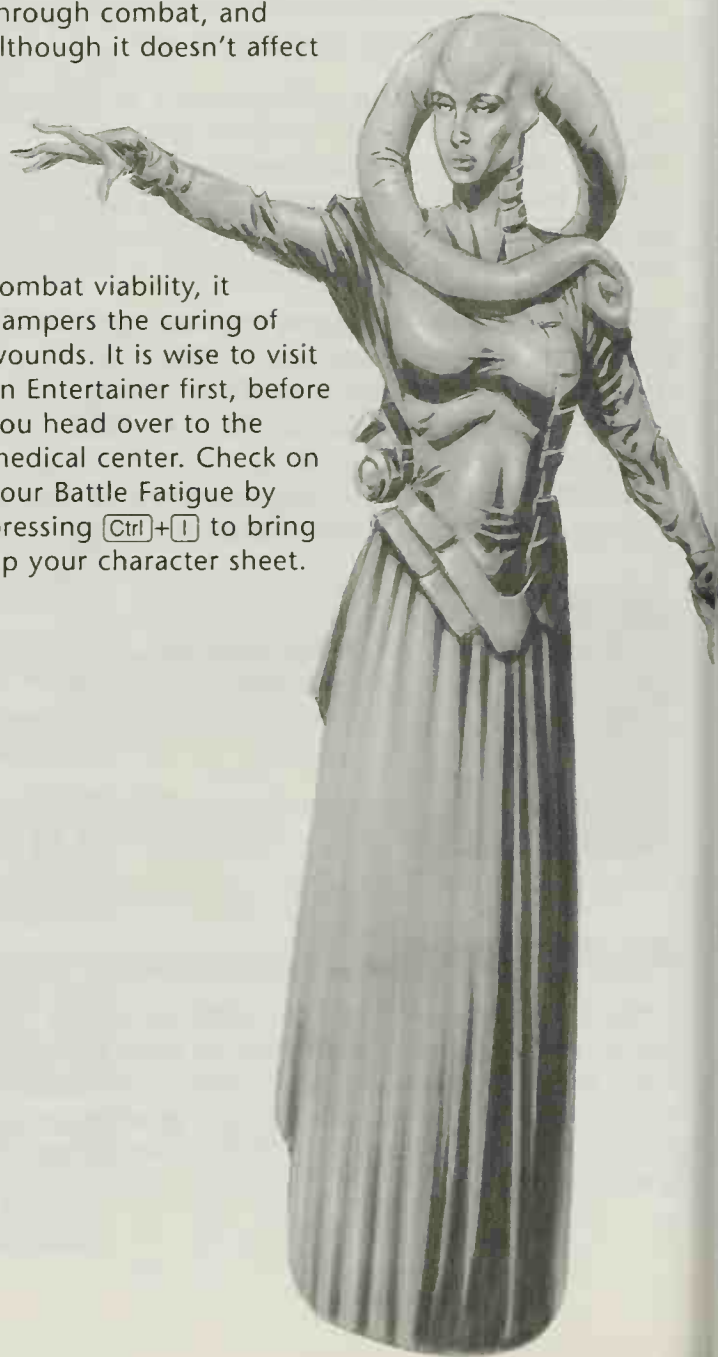
To heal your Health and Action wounds, visit a hospital or campsite, and solicit the help of a healing professional. She will apply Health and Action wound medpacks to heal your wounds. Or, if you are trained

as a Medic, you can purchase medpacks at dispensers and use them by opening your inventory, right-clicking on them, and selecting either "Use on Self" or "Use on Target" from the radial menu.

To heal your Mind wounds, visit a cantina and listen or watch an Entertainer. To listen to a musician, either target him and type /listen, or right-click on him and select "Listen" from the radial menu. Likewise, to watch a dancer, target her and type /watch, or right-click on her and select "Watch" from the radial menu.

Watching an Entertainer heals wounds and Battle Fatigue. Battle Fatigue is gained through combat, and although it doesn't affect

combat viability, it hampers the curing of wounds. It is wise to visit an Entertainer first, before you head over to the medical center. Check on your Battle Fatigue by pressing **Ctrl+I** to bring up your character sheet.



TIP

Tip Entertainers and Healers; they perform a necessary service that allows you to continue fighting. To tip someone, select him and type /tip [amount]. For example, typing /tip 100 tips your target 100 credits.

ECONOMY

One of the unique things about **Star Wars Galaxies** is a player-driven economy—and we mean driven. Players can own shops to sell their crafts. In addition, you can have factories that mass produce items for sale to other players.

The lonely crafter, squatting in a corner and simply churning out goods, has been upgraded into a store owner, complete with a staff of workers.

A great many items are available only through the efforts of Artisans. The best armor and weapons, for example, are going to come about through highly skilled player characters.

Anything and everything is for sale these days. However, each server in **SWG** has its own independent economy. Browsing the trade boards available at <http://starwarsgalaxies.station.sony.com/> (Under the trade Heading) should give you an idea what is selling for what price. Test Center has the absolute lowest prices, with Bloodfin usually sporting the most expensive prices.

A good way to gauge the inflation level of a server is to take a basic + Experimentation Attachment. On Bloodfin, a +1 Armor Smith Experimentation Attachment goes for roughly 1 million credits. On Test Center it goes for 2000. Quite a difference in price, wouldn't you say?

CREDITS

Credits are the units of currency in **Star Wars Galaxies**. It is the basis for most transactions and rewards. As the saying goes, credits make the galaxy slowly decay into dissolution through entropy...or go 'round.

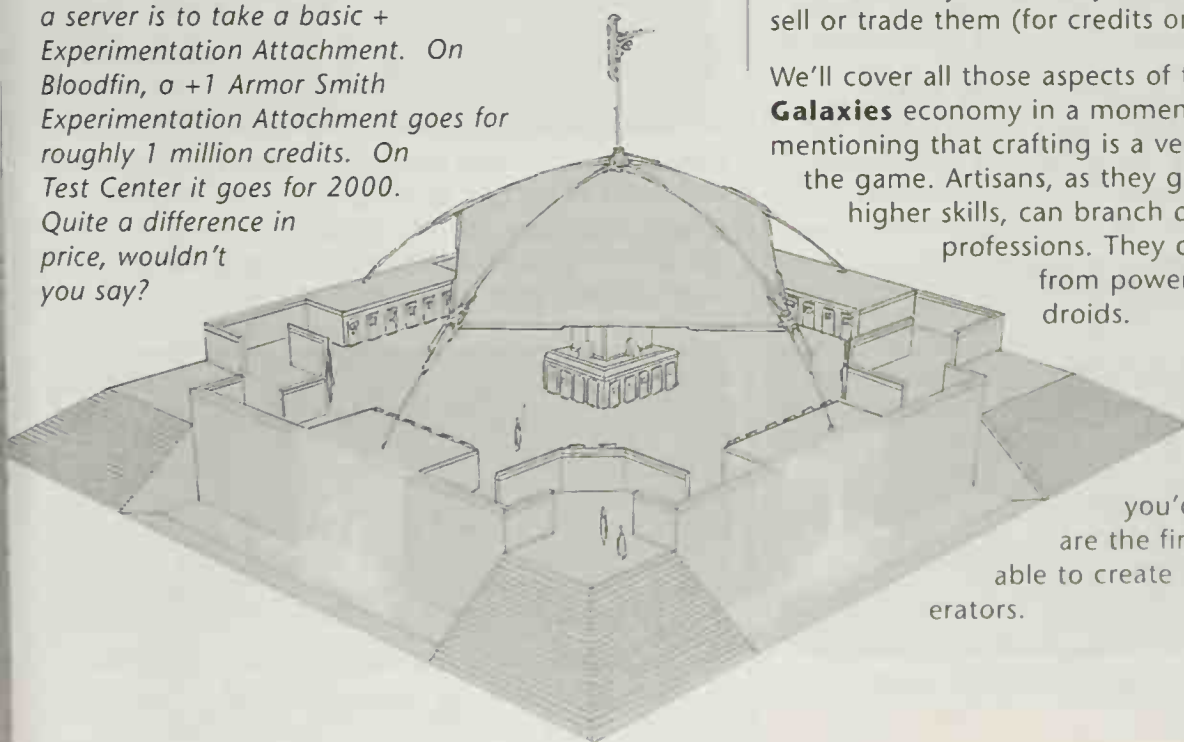
You never see a physical representation of credits. They move about as numbers on your Inventory screen. However, as with all money, it's better to have more than less. Even though you don't see them, you can carry around credits on your character as cash. Cash is useful for tipping and trading, but don't keep too much on hand. It's often easy to hit one too many zeroes and tip some poor guy one million instead of one hundred thousand. It's best to keep most of your currency in a bank. For more information on how banks work, see **City Life**, p. 137.

Now that you have a grasp of the monetary system, it's time to talk about stuff. You can acquire items and equipment in a variety of ways. You can find it, make it or buy it. And if you make things, you can sell or trade them (for credits or other items).

We'll cover all those aspects of the **Star Wars Galaxies** economy in a moment, but it's worth mentioning that crafting is a very important part of the game. Artisans, as they gain experience and higher skills, can branch out into several Elite professions. They can build everything from powerful weapons to droids.

Don't dismiss the Artisan career path.

Imagine the wealth you'd accumulate if you are the first one on the planet able to create personal shield generators.



FINDING STUFF

Some items you simply find on NPCs you defeat in battle. Looting a corpse can yield credits, clothing, weapons, food, and myriad other items of interest and value.

The only hitch is that you have to defeat them first. There's no guarantee that they'll have anything on them. Still, hunting NPCs in the wilderness is a good way to build up your inventory. You probably won't find the very best equipment, but you will get it for free. And because items can be sold in the bazaar, you can always turn loot into cash.



A lifeless NPC can yield a bounty in credits and items.

A second way to obtain things in **Star Wars Galaxies** is through theme parks. When you complete missions for the characters in a theme park, you get rewarded. Mostly the reward consists of credits, but when you get to the higher levels, you may get a special item, unavailable (or at least very difficult to obtain) through other means.



Jabba will show his appreciation for services rendered.

MAKING STUFF

Star Wars Galaxies relies on the player characters for most of its items. The Artisans and their Elite professions are the ones who crank out the most powerful and potent objects. If it weren't for them, we'd all be stuck with CDEF pistols and casual pants.

Many professions have limited crafting abilities—Medics can make medicine, Scouts can make camp kits—but the Artisan path is the one that leads to the most complex items. When they reach higher levels, Artisans can specialize in specific types of crafting, weapons, armor, houses, etc.



The crafting tool is the first step in making items.

This system also allows you to customize items you create. You can give pieces that personal touch so when people are shooting giant worrts they'll know they're doing it with an original brand. Additionally, your level of success in crafting an item directly affects its quality. For you aspiring Artisans, check out the "Crafting" section for details on how to start creating your own merchandise.



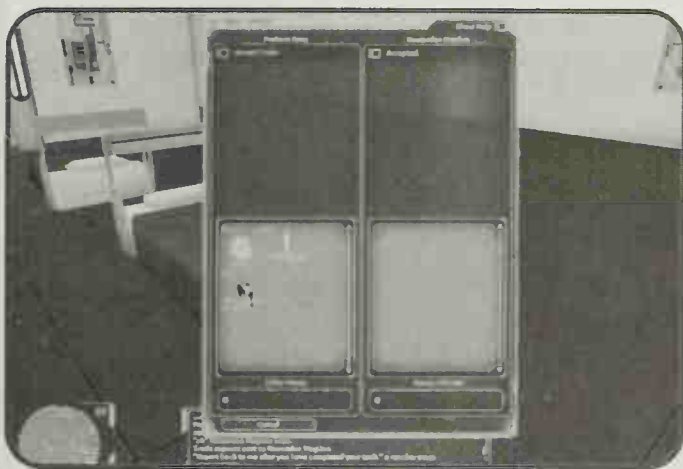
Crafting stations in towns and cities allow you to make the more difficult items, but they're for advanced users only.

SELLING AND BUYING STUFF

For an economy to work, there must be trade. Goods for services, goods for goods, goods for credits, and so on. **Star Wars Galaxies** allows for all sorts of selling, bartering, and trading. All it takes is two amenable player characters and the will to get something for something.

SECURE TRADES

The most frequently used way to shift goods around from player to player is the secure trade. Using the radial menu, target another player and ask him or her to trade with you. When he or she accepts, a window pops up.



The Secure Trade window.

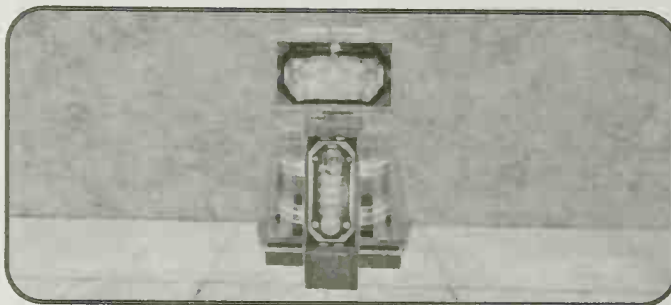
Fill it up with the items you wish to trade and/or type in the amount of credits you're willing to pay. Your partner does the same.

A step-by-step sample of secure trading can be found in the "Interaction in **Star Wars Galaxies**" chapter.

Trading is not necessary for paying a player for a service. If a Medic patches you up, it's easier to simply use the **/tip** command to slip her some credits. The trading window is useful for an exchange of goods or goods for credits. When you're paying for an actual item (rather than a service) use the secure trade system. By using the window, you can ensure that you're getting what you pay for, or that you're getting the credits you deserve.

The trade has to be approved by both parties before it's completed, which protects you from getting ripped off.

THE BAZAAR



The bazaar terminals all look alike.

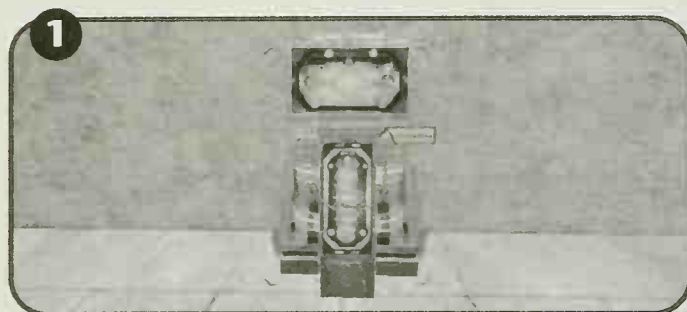
Most of you are already familiar with the system employed by the Galactic bazaar terminals. In the real world, there are several on-line auction sites for buying myriad items at set prices or by bidding. The bazaar in **Star Wars Galaxies** runs along the same lines. Any player can access and use the bazaar. Simply walk up and use the radial menu. Here, we'll take you on a step-by-step tour of putting up an item for sale.

A couple of neat new features have been added to the bazaar. The Enhanced auction ability granted by the business path in Artisan now works – you can actually highlight your auctions. The Bazaar max price now goes up to 6,000 credits – it's now easier than ever to use the bazaar.

TIP

Most purchased items from anywhere are now placed directly in your inventory, saving you the hassle of having to wait on the bazaar to give you items. Note that this only occurs if the items are in your physical location. If you're on Tatooine and buying wood on Yavin, you'll have to go there yourself to get it.

Sample Bazaar Posting



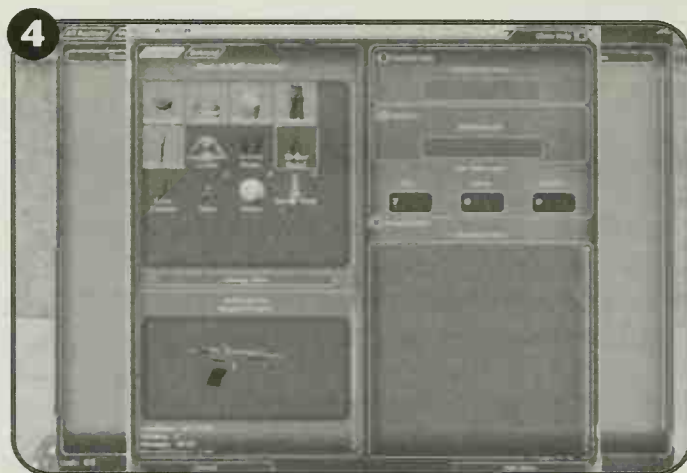
Use the radial menu and choose the "Browse Market" tab.



Let the data pop up and then check the tabs up at the top of the Auction List window. Click on "My Sales."



It shifts to a new window. Find the "Sell An Item" button in the center near the bottom and click on it. Another window pops up with your inventory in one frame.



Click on the item in your Inventory that you want to put up for sale. Then, in the upper right corner, decide whether you want to put it up for "Instant Sale" or "Auction."



If it's an instant sale, you set the price. If it's an auction, you set the time limit and the minimum bid. Then you can type in a description of the item. This is most useful when it's an item you've crafted and made modifications to. List the item's good points and anything that's unique about it.

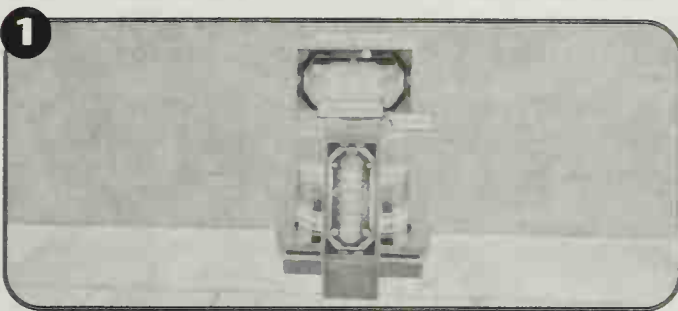


Click the "Sell Item" button and it loads the auction onto the bazaar system. Repeat the process for other items or exit the bazaar.

NOTE

Instant sale means that you set a fixed price (say 100 credits) and whoever first agrees to pay that price gets the item. Auction is a bidding system. You set a time limit for the auction and people bid on the item. At the end of the time limit whoever has the highest bid wins the auction.

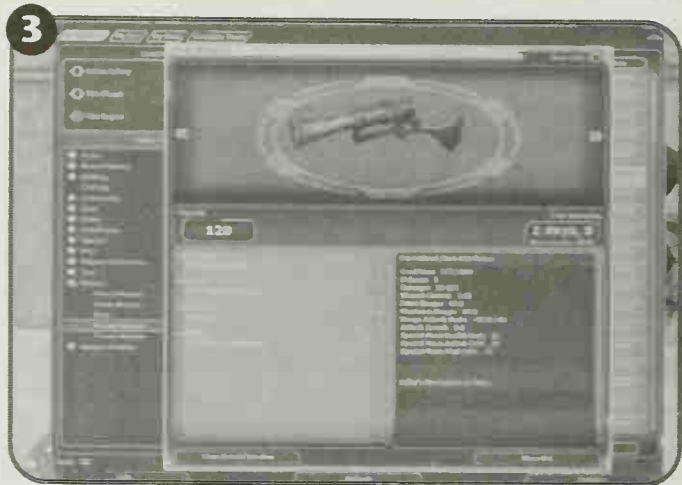
Sample Bazaar Purchase



As with the other sample, begin by using the radial menu and choosing "Browse Market."



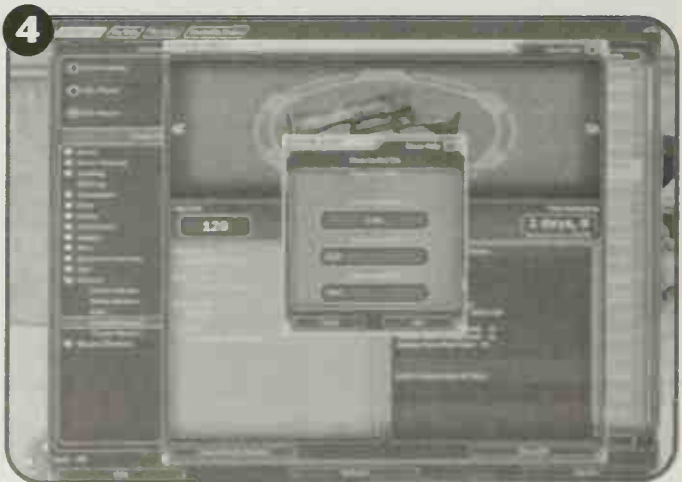
You're taken immediately to the "All Auctions" screen. Check the location filter to choose what listings you want to see: "Entire Galaxy," "This Planet," or "This Region." Then pick out what type of objects you want to browse from the folder under the location filter. Here we've chosen "Weapons"—a popular choice.



Click on an entry and you get this new window. It shows you the price (or current bid), an image, and loads of information about the item and its attributes.

TIP

One thing to keep in mind when using the location filter is that you have to go get items you buy from the bazaar terminal where the auction was placed. So if you're on Tatooine and you buy something that was put up for auction on Naboo, you have to buy a ticket to Naboo to go pick it up. Figure travel expenses into the cost. There's no shipping.



Press the "Place Bid" button and you get a new screen where you can put in your bid for the object. Type it in, click "Bid," and you're set. When the auction ends you're notified if you won. Then it's up to you to pick up the item.

STORE



Set your stakes and lay claim to a plot of land to build on.

A masterful crafter can produce a lot of wares. How to sell them to the public? There's the bazaar, of course, but a more personal way of selling is to set up shop. Imagine having a store of your own, filled with merchandise of your own design, and patronized by other player characters.

TIPS

- *Is someone stinking up the place? Or do you just not like a certain player? You can set your entry list to ban specific players from your store.*
- *If you play a Merchant, you can hire different species to work for you. Have them bark out an advertising campaign, or wear what you've made.*
- *It's possible to sell Travel bags with multiple items in them.*

First, you'll need a building. Find a friendly Architect to get a deed for a house and set it up in an appropriate area. Once it's up, you can begin your customization.

Don't worry; you don't have to man the shop at all times. With management and hiring skills, you can get NPCs to do the day-to-day work. You do need product however, so keep producing items to feed into the economy.

Having a store gives you an advantage over the bazaar because only your product is displayed. However, the range is much more limited. Players have to physically get to your shop to buy merchandise. Good old word of mouth can help build up a clientele, so get out there and spread the word.

TIPPING

It takes up a lot of time for an Entertainer or Medic to gain enough experience to get higher skills. That time is spent in cantinas and hospitals. And you may notice that credits don't just fall in your lap from sitting in a cantina. So, the healers don't have a lot of time to spend running around doing destroy missions for pay. They do, however, provide a seriously vital service for all you player characters who are running around getting gnawed on by beasties.

If the Entertainers and Medics were to quit, you'd be up the creek. So keep 'em happy. It doesn't have to be much, it doesn't have to be every time, but using the /tip command will be greatly appreciated.

Plus, the more generous you are, the more willing Medics will be to heal you. And believe us, the hospitals can get crowded.



A crowded hospital can slow down the healing process. Credits help grease the thrusters, if you take our meaning.

Keep some cash in your character's inventory when you go to visit the healers. To tip someone, target them and type **/tip [AMOUNT]** in the chat window. You can also tip with money from your bank using the /tip bank command, but that will net you a hefty 5% service fee each time you do so.

You can also type in **/tip [CHARACTER'S NAME] [AMOUNT]** instead of targeting the character.

And for all you receivers of tips, show your gratitude. A surly dancer is much less likely to get compensated than a cheerful one. Say thank you.

Play nice.

CRAFTING

*Crafting in **Star Wars Galaxies** is as much of the game as combat is. The economy is largely player-driven, and the majority of player items are crafted. As a result, there are many items a player can learn to craft, and in time sell. Tough armor, excellent weaponry, and stylish clothing are created by player character Artisans. Even large-scale projects, such as buildings and turrets, can be undertaken by the advanced crafters in your galaxy.*

*In fact, almost every item in **Star Wars Galaxies** is craftable in some way, whether it's a simple chance cube that can be used to gamble a starship away or a complex land speeders used by certain famous locals of Tatooine. One thing is for certain – crafted items are in high demand no matter where you go.*

TYPES OF CRAFTING

Star Wars Galaxies supports many different types of crafting that you can experiment with over time, ranging from simple artisan crafting to complex advanced crafting of the Armor Smith or Droid Engineer. While the crafting functions are very similar for all crafting types, each has different categories of crafting for players. A brief list of these categories and a few popular items within that craft profession are listed below.

Artisan: Makes a wide variety of craftable items. The Master Artisan is also capable of making vehicles and a lot of the components necessary for advanced crafters. Some example items of an Artisan are vehicles, droid batteries and bone armor.

Armor Smith: Makes armor and shield generators.

Weapon Smith: Makes all types of weapons, ranging from melee to heavy-duty weapons for Commandos. (Note: Light sabers are only craftable by Jedi.)

Droid Engineer: Makes droids.

Chef: Makes stat-enhancing foods (buffs).

Architect: Builds houses, harvesters and furniture.

Medical Crafting: Makes healing items and stat-boosting items.

Scout Crafting: Makes traps and camps.

Musician: Makes instruments. (Note: Only Musicians and Master Musicians can make instruments.)

Tailor: Makes stylish clothing items.

Bio Engineer: Makes special layers that can be added to certain crafting processes. Bio Engineers can also hand-craft “pets” for Creature Handlers.

It's important to note that almost every crafting class in **Star Wars Galaxies** depends on another crafting class for some key items. For example, the Armor Smith depends on the Artisan for shield components, and the Chef relies on the Bio Engineer for organic additives for his or her food items.

To make anything in the game, you need a few basic items:

- A schematic (blueprint)
- Appropriate resources for the schematic
- Appropriate surveying tool (if you gather your own resources)
- Appropriate crafting tool (general or specialty)

TIP

Schematics represent “blueprints” for items your character can currently make. As you advance, you gain access to specialty schematics. Check the “Craft Schematics” section at the back of this guide for a crafting schematics table. It has information on materials needed for all craftable items.

CRAFTING EXPERIENCE

Star Wars Galaxies awards experience to crafters in two different ways. First, for each item crafted, the maker receives experience. This is known as CXP, or crafting experience. Second, when the item is used, the crafter receives more experience. This type of experience is often referred to as UXP or user experience, and although negligible in the long run, still present.

The amount of UXP you can earn is different for different types of items; however, one thing remains constant. You continue to gain UXP up to whatever experience you got for originally crafting the item. For instance, if you received 150 General Crafting XP, you can get up to 150 UXP as well.

Most players don't worry too much about UXP. It's nice, but sporadic. For instance, factory-crafted items may not yield objects that award UXP, but hand-crafted ones may.

It is wise to replace most or all of your own gear. And while you can make chance cubes and roll them a couple of dozen times for small amounts of UXP, the reward is small. Being a good crafter means more than endless hours of hunting down resources and crafting innumerable basic items; you must be an astute observer of the economy and trends in demand.

RESOURCES 101

Unfortunately, knowing how to make something doesn't mean you can make it — you still need to obtain the resources you'll need to craft that item. There are a couple of ways you can go about gathering what you need. You could buy the necessary resources from the bazaar or directly from other player vendors. Or, you can harvest the minerals yourself.

So long as he or she has looting rights, any character may extract organic resources from creatures. However, for organic resources such as bone, hide and meat, you'll need **Scout training** in order to harvest the creature. For most other resources (including organics such as water, fungus and inorganics such as copper and petrol-chemicals), you'll need **Artisan training** to actually survey.

Artisan Extraction

Artisans can extract five key resources — mineral, chemical, gas, water and flora. (Side note: There are consequences for the pillaging of a planet. Planets have limited amounts of each resource, and once depleted, the resource does not return.)

Organic. To extract organic resources from a non-humanoid corpse, click-and-hold on top of the corpse and select the type of resource you want to remove from the corpse. Scout harvesting is limited to bone, skin and meat, and varies by what exactly can be harvested from each critter.

Mineral. To extract mineral resources, you'll need to conduct a survey for them. Surveying is the first step in the process of acquiring resources — much like a scavenger hunt. Call up your inventory and hold the left mouse button over one of your surveying devices until the "Tool Options" box appears. Here, you can define the size of the area you wish to scan. As a beginner, you have only one option. As you advance, you can scan larger and larger areas with more precision.

TIP

You need to set the area only once, the first time you use the survey tool. When you gain skills within the Artisan profession and get a better range, you can reset the area in "Tool Options."

After defining your area, select **Use** from the radial menu on the device to display the Survey/Sample screen. To the right above the survey button, you'll see a list of the possible resources you can search for on your current planet. This list is specific to the survey device you're using; for instance, you won't see water as a resource when you're using the mineral survey device. Select the resource you want and select **Survey**.

Finally, it's possible to survey other planets with certain types of droids.



Survey/Sample screen

A colored, visual pulse radiates from your character as you survey. If any resources of your selected type exist nearby, the left window fills with information. The percentages on the screen represent the presence of that specific resource in that area.

Blue percentages indicate that those resources are diminishing.

Gray percentages indicate a static level of resources.

Red percentages indicate an increase in resources in that direction.



The survey is finished, and information fills your screen.

Star Wars Galaxies creates a waypoint inside your scanning area over the highest increasing percentage of resources (the highest red percentage number). Head for the waypoint, stopping in the blue shaft of light.

Once you discover a high concentration of resources, stand still and click Sample. Your character kneels and extracts resources. If the percentage is too low, you get a message saying you were unable to extract any samples. Stand up and survey again. This part is like scavenger hunting—you move from one area to the next until you find a high enough concentration to extract resources.

When you do find a high concentration, your character can extract resources. Actually collecting the minerals, gases, or liquids you're looking for requires Action and Mind points. The extraction process, however, is automatic. With each successful extraction you gain experience, and a small amount of the resource is placed in your inventory.

Leave your character at the sweet spot for several minutes. He or she keeps extracting until a) a message appears that says you can no longer find resources in your location, or b) your HAM bars get too low and you have to rest.

TIP

Make sure no hostile mobs are near by when you are sampling. You cannot fight while sampling, and kneeling makes you an easy target.

TIP

Occasionally you'll get a chance at an increased amount of resources for a little higher survey cost. It's kind of a bonus for surveyors. A window will pop up and it will ask you if you'd like to survey the enhanced area. If you have enough HAM available for the event, you'll get either a waypoint to the increased concentration of minerals or a higher-than-normal sample amount.

There are ways to use this encounter to your benefit. You may want to ignore the event if you're trying to track down a high concentration point and plan on moving along right after the survey is done. But, if you've found your highest percentage for the mineral you are searching for, by all means go ahead and continue surveying and harvesting in a particularly rich spot. You can continue to sample individual samples at about a rate of one sample every 60 seconds or so, or you can drop a harvester on the location. (But with harvesters, you must remember to pay maintenance and power costs!)

RESOURCES 201

It's important to know what you're looking for. Blindly harvesting anything that spawns will usually lead to more frustration for you as you winnow through your stocked metals looking for the "good" ones. While dumping a ton of garbage quality resources on the market will produce buyers, finding better minerals of the same type will produce more *quality* buyers (who will often buy all the resources of one type instead of 5,000 units here and 2,000 units there).

Resources tend to list all kinds of statistics – meats have 4, minerals have 7, chemicals have 2 to 4, power has 3..... so it can get confusing. The primary thing to keep in mind is that every crafting class usually needs three key statistics from minerals and other things in order to craft. For example, Armor smiths require Overall Quality (OQ) and Shock Resistance when selecting general minerals for their crafting while weapon smiths need Overall Quality and Conductivity. Generally, it's a good idea to try and get the highest OQ value of a resource that you can and then check the secondary statistics.

If worse comes to worst – ask! Most crafters will gladly tell you what they need and what is important to them for any given mineral type – this is also a good way to attract future customers for your resources.

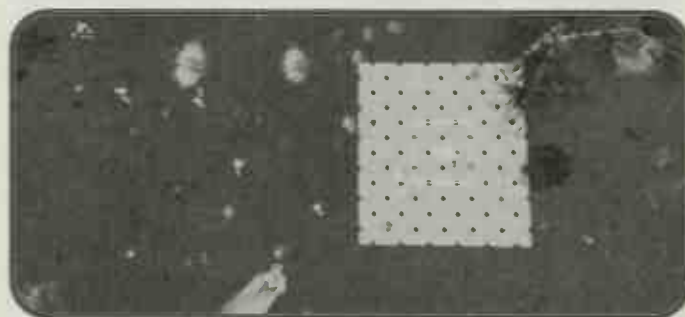
RESOURCES 301: HARVESTERS

Tired of endlessly seeking out resources just for small amounts of material? Resource harvesters are the key to mass production; they gather resources while you are offline and do so with more efficiency than any player. Unfortunately for beginners, you must have a well-trained Artisan who can survey and place harvesters.

TIP

Harvester deeds can also be purchased from other players at the bazaar terminals.

When you have a harvester deed, find a spot that is rich in several types of resources. Make sure you are well away from any city, and that you will be safe from attack for the next few minutes. Select **Use** from the radial menu. The Structural Placement window appears, allowing you to choose the location of your harvester. Try to place your harvester in an area with the highest density of resources.

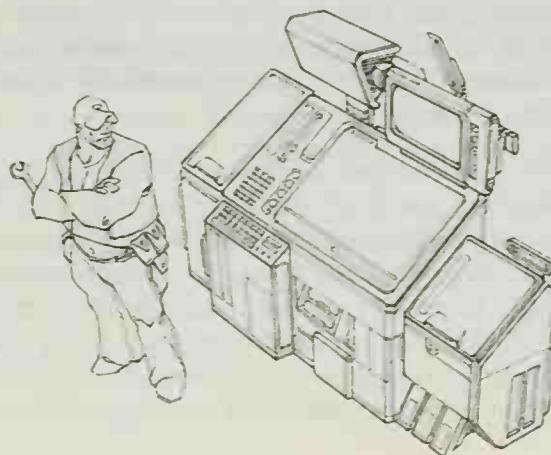


Harvester Placement

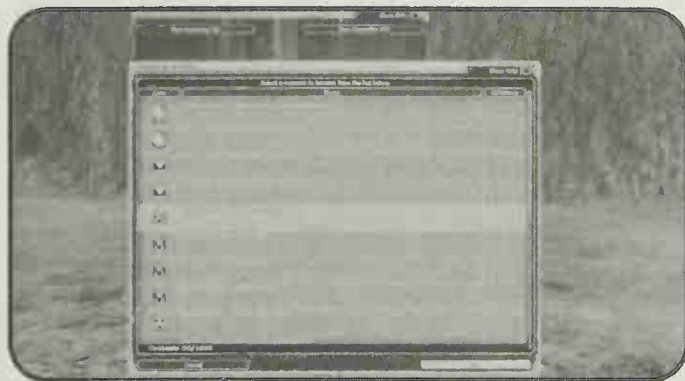
In the Structural Placement window, you can scan your surroundings using the arrow keys. An outline of your harvester appears around your mouse cursor. If the entire outline glows green, then you may place the harvester, but if any part glows red, you must find a different location. A single right click rotates your harvester by 90 degrees. Single-click the left mouse button to place your harvester.

TIP

Star Wars Galaxies informs you when construction is complete, or you may select "Status" from your harvester's radial menu.



When your harvester is completely built, select **Structure Management** from the harvester's radial menu. To set which resource you would like to extract, select **Change Resource** on the **Machinery Control** screen. Then, select your resource from the menu to display the concentration percentages. Click **OK**. In the submenu options, **Operate Machinery** takes you to the harvester window.



Harvester window

TIP

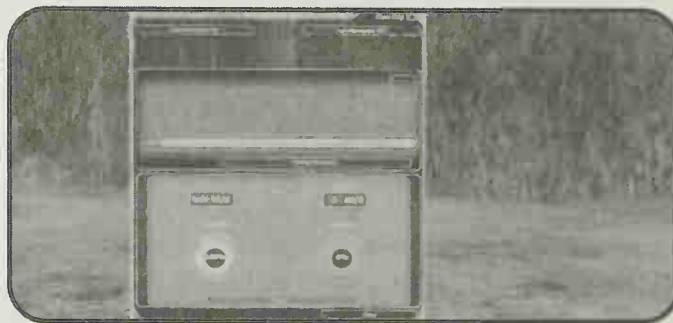
You can name your harvester anything you'd like, such as "Vampire of Tatooine."

Select **Turn Harvester On** to begin harvesting. Notice that selecting **Harvester Progress** gives a real-time update of units harvested, while **Efficiency** represents the prevalence of resources at the harvester site. To claim your well-earned resources, choose **Hopper** from the **Machinery Control** screen, followed by **Retrieve**, to empty your hopper onto the ground, select **Dump Hopper**.

Like all items in **Star Wars Galaxies**, harvesters degrade. You must pay maintenance fees to keep your hopper running smoothly. If you fail to pay, your harvester stops working and can be destroyed if not maintained. If you wish to move your hopper to a better location, you must have at least 2500 in the maintenance pool, or you will be unable to move your harvester.

Just like homes, harvesters have a permission manager. The harvester's owner can set who may use the harvester. To give permission to a character, type the following command into the chat window (without the brackets). To remove a person from the list, repeat the process.

/setpermission hopper <player's name>



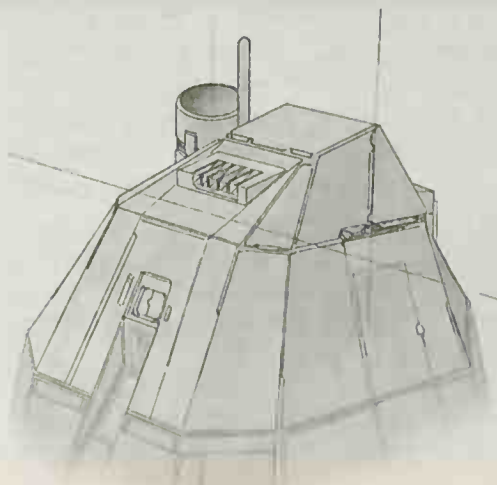
Permission manager

The harvester's owner can also select administrators who have the same rights as the owner, except that administrators cannot remove the actual owner. To set an administrator, type the following command. To remove an administrator repeat the process.

/setpermission admin <player's name>

TIP

Currently it's only possible to destroy a harvester in place by letting it degrade. If you wish to pick it up and destroy it from your inventory, you must have at least 2500 credits in the pool and type in a code that will pop up after you have stated your intentions.



CRAFTING 101: YOUR FIRST ITEM

Crafting your first item takes a bit of work. Since most Artisans don't start with a crafting kit, you'll most likely have to buy or beg for one. Once you do have a crafting kit, however, it's fairly easy to use. You can drag the crafting kit up to your hot bar and just hot key it, or leave it in your inventory and use the radial dial to open the crafting menu. If you plan to craft full time, you'll probably want to add the crafting kit as a hot key.

The first thing to do when crafting is to activate your crafting kit via the radial menu. Then, select a schematic that you'd like to use as a blueprint. Early on, stick with something fairly easy and simple, like an early stage weapon that requires only a few minerals and some chemicals. Make sure you have the required ingredients in your inventory and double-click on them in the craft schematic. Then, choose **Create Prototype**.

TIP

- You can choose to practice on the item for a 5% bonus to earned experience – however, you won't get the item since it's destroyed. But, remember to turn off practice mode before making something you want to keep!
- You can double click on items in the crafting window to open that crafting schematic. This should save you a bit of time. You can even double-click on crates to automatically insert their contents into the schematic.

If you've placed your crafting kit on a hot bar, a timer appears on the crafting kit. Wait until the timer counts down; at that point, your item should pop out. You have to have enough inventory space for the item. But, don't despair if your inventory is full — each crafting kit has a hopper that can hold a single item. To empty a hopper and use it for an item, pull up the radial dial menu and hold the cursor steady over **Open Hopper**. After a second, a subcommand called **Empty Hopper** should appear over the button.

As soon as you finish your attempt, you will receive a success or failure message that conveys your level

of success. An amazingly successful attempt will yield a high-quality item, while an item that is marginally successful won't quite measure up in terms of quality.

TIP

All crafted items have a unique serial number and the creator's name imprinted on them.

Congratulations! You've just made your first item and are on your way to becoming a crafting professional in **Star Wars Galaxies**.

CRAFTING 201: SCHEMATICS AND DIFFICULTY LEVELS

Many schematics are available only to specialty professions. Each schematic has a complexity score that determines the crafting process difficulty, quality of the item to be made, and tools needed to build it. Schematics with a complexity rating of 1–15 can be completed with a general crafting tool.

Complexity ratings of 16–20 require the crafter to use a specialty crafting tool. The most complex schematics, with ratings between 21–25, require that the crafter use a specialty crafting tool *and* be within close proximity to a public crafting station. Finally, anything over difficulty 25 requires a personal crafting station in a house or a PA hall. More advanced crafters can make multi-use schematics that are used in factories to make items in bulk. A public crafting station is needed to make a schematic.

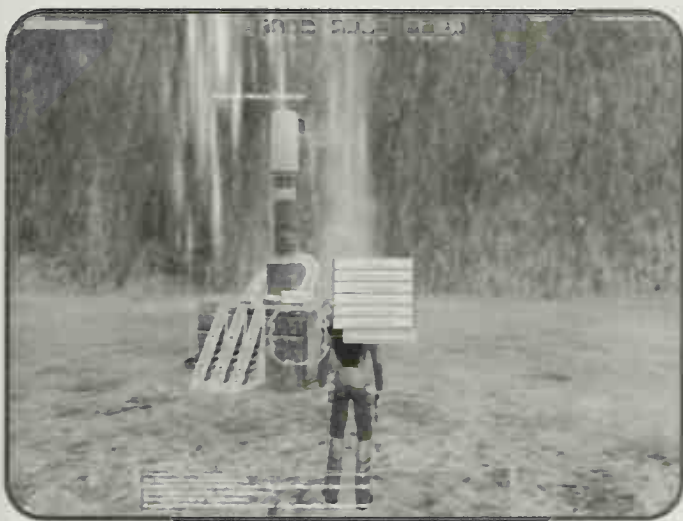
TIP

Check the "Craft Schematics" section at the back of this guide for a crafting schematics table. It has information on materials needed for all craft able items.

CRAFTING 301: CUSTOMIZING YOUR ITEM

With experience comes skill and the ability to tinker with the basics of items. Experimentation allows crafters to change things like the maximum damage output of a rifle or the durability of a piece of armor. To experiment on an item, you must be targeting a public crafting station specific to the type of item you are creating.

Begin by crafting the item on which you wish to experiment. If you have the requisite skills, you're prompted with a screen before the item is finalized, allowing you to make minor adjustments in the item's statistics. However, every change you make to the item affects the item's overall complexity, and thus increases your chance of a critical failure.



Experimentation crafting screen

CRAFTING 401: FACTORIES

Mastering large schematics for use in factories is perhaps the most difficult and frustrating experience in **Star Wars Galaxies**. While anyone with some crafting skills can make and use a schematic in a factory, true mastery comes when you can put a multi-component piece together and come out with a finished item. A very good example of this is a Physical Shield generator. Each shield requires

seven different factory-created components used in the factory to create the shields. A full factory run can have around 75 crates of ingredients and the mineral resources necessary to create the shield. The sheer number of ingredients to manage can be daunting to anyone unfamiliar with factories.

One important note about factories is that they create large amounts of the same item — all with the same serial identification code. These items are often referred to as crates and can hold anywhere from 5 to 100 instances of an item. For example, Armor Smiths require identical plates to make composite armor. So, they would make a manufacturing schematic for this, use the factory, and come out with crates of composite plates.

To make a factory schematic, just create an item normally. But, when you must choose to make a prototype or schematic, choose a schematic. Then, choose the number of items you would like to make.

Using the factory

Using the radial menu dial, insert your schematic into the factory. Wait a few seconds, and you should be able to pull up an ingredient list. Just add the same ingredients that are listed, multiplied by the number of items you are planning on producing. For advanced schematics, such as those using crated materials or other ingredients like reinforced panels, remember that **each item must be exactly identical to what is listed in the ingredient listing**. This means that if the factory requires 7 units of a specific type of iron ore, you must place that exact type of iron ore within it. Also note that crates of items that are created in another factory have their own serial number. If you use a crated item from another run, you have to use a crate with the same serial number as called for in the recipe. If you forget the serial number of the object, fear not — it's in the ingredient listing.

TIP

When your factory runs out of a product or finishes its run of objects, an e-mail will be sent to inform you.

Once again, as with all placed items, make sure your factory has enough power and maintenance pool available to finish the job. If it degrades in the middle of a factory run, you'll lose your items. Factories also use up one of your lots, so you might have to juggle a bit if you're playing with multiple buildings.

CRAFTING 501: ARCHITECTURE AND DEEDS

Sometimes it's not enough to wander from one cantina to the next. Having no fixed address, no place to put your trophies and spoils from all your adventures can wear a player out. And if you want to move into the big time as a crafter, you need a place to peddle your wares. This is where architecture comes into play.

Deeds

Deeds represent both the schematics for the building, as well as the necessary materials. Artisans can craft a wide range of deeds, everything from player homes to factories. Because the deed represents all needed materials, these deeds may be sold to other players and used without any skill in crafting or architecture.

Building a House or Shop

To build a house, you must first procure a deed. House deeds are produced by Architects and can be bought and sold over the bazaar. Placing a house is identical to placing a harvester. First you must be a good distance from any city. Choose **Use** from the radial menu of your deed. A topographic view of your area is created. Move about the area with the arrow buttons. The entire house must glow green for you to place it at a location. Right-click to rotate the house 90 degrees, left click to place the house, and press **[Esc]** to quit.

Once your marker is placed, you have to wait for the structure to be built. **Star Wars Galaxies** informs you when your house is complete. As with harvesters, you need to pay a maintenance fee for house upkeep.

When your home is built, you need to make several decisions. Bring up your home's radial menu. The **Privacy** option allows you to choose a private or public home. To allow a player into your private house, type the following command. (Repeat to remove the permission.)

/setpermission entry <player's name>

To set an administrator, type the following command. Repeat to toggle the person off any list.

/setpermission admin <player's name>

If you wish to set up a shop, you must make your house public. Public buildings have a unique feature: ban. You may ban a person by typing:

/setpermission ban <player's name>

Second, if you do not already have a residence, you may declare this structure your home. You may have only one residence at any give time. As with all structures, you must have all maintenance fees paid to remove your house without losing your deed.

Shop Management

After an Artisan has reached the Business III skill, he or she can place a vendor. To do so, the Artisan must have administrative rights to the house, and the house must be public. To access the list of vendors you have placed, select **Vendor List** from the building's radial menu.

The vendor is an NPC that you control. You don't have to be there for every interaction — you set them up to respond to player characters and take care of the business of the shop (selling).

At first, your vendors are limited and have little personality. If you decide to specialize in the Merchant profession, you gain skills to customize your vendors and better reflect your selling style.

Vendors take care of the shop by being there for players to interact with and buy products from. They cannot restock. You have to make arrangements for that (see the **Factories**, p. 171).

Leaving your store in the care of a vendor allows you the time to enjoy life in the galaxy, searching for more raw material, creating new schematics, and hanging out in cantinas.



PLAYER vs. PLAYER (PvP)

So, you have a few professions under your belt and killing little critters just doesn't cut it any more? Well, **Star Wars Galaxies** has just the thing for you, a fully robust Player vs. Player system (PvP for short) that lets players battle with and against one another in the Galactic Civil War (GCW). While the particulars of the system can become complex, and the interactions of individual professions with each other are countless, the basics of the system are easy to grasp.

There are two main **Star Wars Galaxies** universe "factions" at battle with each other over the fate of the galaxy: the Galactic Empire and the Rebel Alliance. A player can join either of these factions in a number of ways. And casting your lot with one side or the other can result in both consequences and perks.

In the future, additional factions may be added to the game, such as the Hutt Crime Syndicate or other organizations. You can change your allegiances with hard work and dedication.

Smaller forms of PvP (aside from the grand scale GCW) are Player Association (PA) wars. This system allows PAs (groups of players banded together under one name) that are mutually opposed to each other to be at war (with mutual consent).

If your Player Association (PA) is at war with another PA, it will be as aggressive toward you as Imperials against a Rebel in their base. Think of a fight between two Player Associations as a grudge war. If the player is red on radar, attack and ask questions later!

A third method of PvP fighting is battlefields. An area of land is set aside around a player-established faction building or base, and forces are established on opposite sides. The outcome of a battlefield conflict determines who "controls" that specific region. Players take actions to realign the combat zone through various methods. There are two types of battlefields: PvP and PvE (Player vs. Environment). Each type has different objectives and rules. As of this time, Battlefields are not yet fully functional, but will be implemented in a future publish.

FACTIONS EXPLAINED

The foremost decision when choosing a faction is not which side you want to join, but how active you would like to be in the Galactic Civil War. Gauge how rewarding it would be for you to blast Rebel scum at random and how frustrated you might get as a target for terrorist activity at every turn. Or, alternately, would you fight tirelessly against the Imperial strong arm, no matter where or when, making you a wanted criminal in the eyes of the authorities who hunt you? As such, you should decide to be Overt or Covert when you choose a side.

Overt operatives of either faction have more bonuses and perks, and they're what would be termed the "hardcore" PvP player. The drawback is that Overt operatives are fair game (and prime targets) for the opposition wherever they go, regardless of the situation.

Do you like to explore the galaxies on your own a lot? Then, becoming an Overt operative probably isn't for you. You will have nobody watching your back in case of an ambush. The perils of being an Overt (and solo) operative are many — a skilled Rifleman taking shots at you from the edge of your radar range, a Brawler crew assaulting you as you enjoy your favorite Entertainer at the cantina ... you get the idea. But there are perks for being Overt, including the ability to call upon your "Hired Soldiers" (factional pets) and enlist the duties and help from other Overt Players in time of need or ambush.

The flip side is the Covert faction operative. This player appears neutral to the opposing faction. However, choosing to be a Covert operative of the Empire or Rebel Alliance in no way makes anyone any less of a member. Your membership just isn't advertised with a neon sign over your character's head.

Covert members of a faction receive different missions and perks for being Covert. An Overt Rebel might blow up an Imperial military installation with his buddies, then laugh about it at the cantina afterward. A Covert member might deliver a letter or secret piece of information to an Overt operative

with details on how to blow up that Imperial installation. In the end, the Covert member helped the Rebel Alliance, but in a manner that didn't flag him or her as a target.

Covert players should know that any action that openly aids an Overt member of your faction while in sight of the enemy earns you a Temporary Enemy Flag (TEF). A TEF lasts one game time hour. In other words, if you are seen aiding and abetting an Overt member of your faction, you become Overt for an hour of game time. This means that logging out for an hour will not clear the flag; you must actually play for that hour. After the time expires, the TEF goes away and you may resume your Covert status, assuming you don't continue to aid your Overt friends.

Doctors and Medics have to watch out for TEF status. If you are a neutral and you heal a member of a faction, you can get a TEF. All of a sudden, you're fair game for the opposing side.

Let's also not forget openly trading weapons and supplies can also light you up with a TEF.

NOTE

Medics and Doctors of one faction cannot heal members of the opposing faction.

FACTION POINTS

After graduation from the tutorial, you want to find the nearest recruiter and sign on the dotted line, right?

Not so fast. You have to build up your faction points in order to join. Press **[Ctrl]+[C]** to bring up your character sheet so you can track the number of faction points your character has. You must collect 200 faction points to join a side, and you must maintain at least 200 faction points to remain a member.

You gain faction points by going on missions from the faction-specific mission terminal. Where normal mission terminals give odd jobs to earn credits, faction mission terminals give credits and faction points you can save to join the Empire or Rebellion and purchase perks.

Factional Mission Terminals can almost always be found near Factional Bases, Recruiters and in most Faction-controlled Cities or Player Cities.

IMPERIALS

Want to bring Order to the Galaxy, and back that up with the power and threat of horrific retaliation to anyone that opposes you? If so, then the Imperial Army and Navy wants you to help put those rabble-rousing Rebels in their place and stop them from causing trouble in the Empire.

Note that the Empire is somewhat biased and imposes a faction point earning penalty to species other than Human and Zabrak. If you know you want to earn faction and be political early, choose one of those two species. To build faction fast, keep requesting missions until you find a military destruction type that is nearby. Low travel and high reward missions allow you to build faction. The less time you have to spend running to and from a mission, the more time you have to build your faction standing. Your best bet is to take two (2) missions roughly the same direction and distance.

Being an Imperial means you spread control and order to the sector you occupy, and if that means violence, then so be it. The Empire is not a warm and fuzzy association, and frowns upon its players who exhibit those tendencies.

REBELS

Want to Restore the Republic, the last hope for freedom and peace in the galaxy? Then, this may be the path you choose. But be forewarned – the Empire also vigorously hunts and oppresses them.

Most of a Rebel's life is spent planning and executing tactical confrontations. Rebels don't have the brute force the Empire can bring to the battlefield, but they are in no way at a disadvantage. Rebels accept all species equally into their ranks, so long as they are willing to promote freedom and harmony.

One can join the Rebels in a similar manner as the Imperials (by taking missions from a Rebel mission terminal). Because the Rebel Alliance is an underground operation, these terminals are in secret, out-of-the-way locations, and not marked on any map (except the ones in this guide). However, there are as many Rebel terminals as Imperial ones. It just may take investigation or traveling to find one.

It is the Rebellion's duty to spread peace and order by freeing the galactic inhabitants from the yoke of Imperial oppression. Therefore, Rebels shouldn't start fights in areas of meditation and entertainment. It is the Rebel's honor code to respect the privacy and peace of others...but if a fight is brought to you, it doesn't mean you lie down and take it!

OTHERS

There are myriad other factions within **Star Wars Galaxies**, mostly planet-specific (such as the CorSec on Corellia, the Night Sisters on Dathomir or the Trade Federation). You can check your faction point totals for factions other than Imperial and Rebel by pressing **[Ctrl]+[C]** and selecting the Factions Tab. These factions work similarly to the Rebel vs. Imperial conflict and add greater dimension to the game as it is expanded and patches are added. Bounty Hunter mission terminals provide missions of either faction and are a good source of income to a neutral player or mercenary attempting to work for the highest bidder.

FACTION WARS

Also known as casual PvP or "ganking" (depending if you're on the giving or receiving end of the exchange), faction wars in the city streets occur when Player Associations with a faction allegiance meet up and pick a random city to storm. They rage through and kill all opposing faction members. If you're not with a suitable friendly group that can counter this type of tactic, your best option is to burst run and find a good hiding spot. Most likely, the group will give up and search for easier prey if you are clever and fast enough. Make it a habit to hang out with a buddy to prevent random encounters from turning sour on you.

Players are not your only concern if you are an Overt member of a faction. Depending on the town, Stormtroopers or Rebel NPCs (Non Player Characters) will attack you based on your faction. These NPCs are a good source of faction points that you can spend toward getting some cool perks from the recruiter, so keep an eye out for both offensive and defensive reasons.

As an Overt member of your faction, pick and choose your battles. If you stay aware of your surroundings you may be able to marshal a quick defense against

surprise attacks. For example, if you're an Imperial and bump into a Rebel gank squad, run for the nearest Imperial mission terminal. You'll find members of your faction there seeking something to do. Tell them the situation and presto – you've got your own army to take on your attackers. Awareness and knowledge of the city you are in will serve you well and help you master random PvP encounters.

THE BATTLEFIELD

NOTE

Many cities lean toward one faction or another. A city could be a safe haven for Rebels, perhaps, or an Imperial stronghold. Even on the same planet, you can find both sides. On Tatooine, for example, there's Bestine (an Imperial town) and Anchorhead (where Rebels can walk unharned). Make sure you know the political climate of a city if you're a highly placed faction member. Shuttling into the wrong town can get you into trouble.

Battlefields provide the epic encounters that define the conflict of the Galactic Civil War. To accommodate both PvE and PvP players in the GCW, there are two types of battlefields.

The first kind is open to anybody and is strictly player vs. NPC. The second kind contains only player vs. player combat, and depending on the situation, NPCs may be present. The battlefield is a representation of player-aligned territorial control, and as such, the surrounding area or building that created the battlefield is aligned with the territory's controlling faction. In other words, if the current balance of power is in the Rebel's favor, the battlefield is a Rebel territory.

So how is a battlefield created? A battlefield will spring up around a player-built city or installation. The defending faction is based on who owns the building. Players on the battlefield at the time of its creation must declare their side. After all players on the field have declared a side, the battle begins.

Whichever side manages to survive the conflict obtains victory. If you are incapacitated during the conflict, your character is removed from the field and cannot reenter. It pays to be aggressive and eliminate key personnel from the opposition early.

Target Healers, Artisans and Entertainers so that combat personnel can't get their wounds healed. Another great strategy is to take out Combat Medics. Having a Poison or Disease ticking away at your HAM bar can cause long-lasting damage. An almost-dead player is as effective as a player at full health. So, a good commander will focus his group's fire on one person at a time, going for quick eliminations.

Battlefields are risk-free ways for players to enjoy the Galactic Civil War in a more structured environment than street warfare. PvE battlefields are the most user friendly, because players unite to take on NPCs only. This is an excellent way for members of a faction to get to know each other's abilities and practice tactics against moving objects with hostile intent. Practice makes perfect, and anybody who is not comfortable going up against players or does not wish to incur a TEF can still participate and have a good time.

PvP battlefields are a gathering spot for players to fight each other with an established set of rules, as opposed to an ambush in a cantina. One side cannot call foul play on the other, because fair teams are established and objectives are set beforehand. Most players favor this to the chaos of random PvP encounters, as victory gives them a greater sense of accomplishment than chasing down a lone warrior. Participating in a battlefield also earns both territorial control of a region and valuable faction points that can be spent on perks.

As of this time, Battlefields are not yet fully functional, but will be implemented in a future publish.

FACTION PERKS

When you build up a large number of faction points, you can use them to pick up some perks — the reward for being a loyal faction member. Find your nearest faction recruiter and purchase these perks from him. Most perks are placed as items in your inventory, although some directly affect your character.

NOTE: *As of the latest Publish, those items marked with ** are not yet in the game, but will be implemented in a future patch and / or publish.*

The following faction perks can be used when Covert or Overt, anywhere in the game:

1. Faction point spending for training
2. Purchase of furniture
3. Purchase of uniforms
4. Purchase of weapons
5. Purchase of armor
6. Purchase of schematics
7. A bye on smuggling searches
8. Access to factional chat channels**
9. Military titles (only show when Overt)**
10. Access to factional chat channels**
11. A bye on smuggling searches
12. Shuttle pickup ("recall")**

The following faction perks can be used when Overt or on a battlefield:

13. Wearing of military uniforms
14. Checkout of military gear
15. Checkout of Hired Soldiers ("Factional Pets")
16. Placing Turrets
17. Rallying the troops**
18. Bombardment**

PERK DESCRIPTIONS

- Access to factional chat channels. Players can enter the specialized chat channels for Rebel and Imperial chatter. These channels are planet-specific, although one global one exists.
- Military titles for Overt players. Players can purchase military titles. These titles are listed here in order of increasing cost from the lowest. They come with the appropriate rank insignia as wearable items on military uniforms.**
- Faction point spending for training. Players can convert faction points into experience points in any desired experience type to use it for military training in that area. Players can then learn the skill from any standard skill trainer.
- Shuttle pickup ("recall"). Players purchase a beacon that resides in their inventory or datapad. When used, it summons a shuttle to collect the player and his or her group, and returns them to the spaceport of the city where they are bound.**
- Purchase of furniture. Purchases items such as factional banners.

IMPERIAL RANKS

1. Private
2. Corporal
3. Lance Corporal
4. Sergeant
5. Staff Corporal
6. Staff Sergeant
7. Master Sergeant
8. Warrant Officer II
9. Sergeant Major
10. Warrant Officer I
11. First Lieutenant
12. Second Lieutenant
13. Army Captain
14. Major
15. Lieutenant Colonel
16. Colonel
17. High Colonel**
18. Brigadier General**
19. Major General**
20. Lieutenant General**
21. General**
22. High General**
23. Surface Marshal**

REBEL RANKS

1. Private
2. Corporal
3. Lance Corporal
4. Sergeant
5. Staff Corporal
6. Staff Sergeant
7. Warrant Officer II
8. Master Sergeant
9. Sergeant Major
10. Warrant Officer I
11. Second Lieutenant
12. First Lieutenant
13. Army Captain
14. Major
15. Lieutenant Colonel
16. Colonel
17. Brigadier General**
18. Major General**
19. Lieutenant General**
20. General**
21. High General**
22. Surface Marshal**

- Purchase of uniforms. Purchases canonical military uniforms, such as flightsuits, Imperial uniforms, etc. These uniforms can be equipped only when Overt, and are automatically unequipped when you return to Covert status.
- Purchase of weapons. Used for purchasing canonical military weapons to military spec that can only be used when Overt.
- Purchase of armor. Purchases canonical armor. This is an Imperial-only perk.
- Purchase of schematics. Purchases the schematics to craft canonical military gear. These schematics can be used while Covert.
- A bye on smuggling searches. A bye for smuggling searches is useful for characters carrying illicit cargo. Confiscated cargo generates no money and can be hazardous to your health. By using this perk, the NPC crew asking to scan your cargo drops the request and asks you to move along. If you're a Spice Junkie, this can save time and money.
- Wearing military uniforms. Military uniforms can be purchased like any other perks and occupy inventory like items. Only Overt members of a

faction are allowed this perk. When a uniform is worn, it identifies you as a member of the faction. This perk is a neon sign over your head declaring your faction.

- Checkout of military gear. Allows you to summon one of the following types of vehicles/droids: AT-ST, AT-AT (battlefield only)** and Dark Trooper.
- Checkout of hired soldiers. Allows players to summon NPCs of the following types to use as extra backup: Stormtroopers (Imperial only), Rebel soldiers (Rebel only), Compforce soldiers and SpecOps soldiers.
- Building Turrets. Players purchase the deed to a Turret. Only an Overt character of that faction can place the Turret. When placed, the Turret fires automatically on Overt enemies and mobile enemies.
- Rallying the troops. Purchases a one-time special move that grants a combat bonus to all fellow faction members within a radius.**
- Bombardment. Purchases a one-time special device that summons flying craft to do a planetary bombardment on enemies at the location where the device was used.**

This is just a fraction of what eventually will be available to faction members. The more expensive the perk, the more valuable it will be. Some perks don't have readily apparent benefits and should be used in conjunction with other players/perks to gain maximum effectiveness.

QUITTING A FACTION

If you decide you no longer want to be a Rebel or Imperial, you merely need to find a recruiter and converse with that NPC. You will be offered the choice to leave the faction. However, you can't join the opposing faction until you earn enough faction points.

PLAYER ASSOCIATIONS

It's possible to play *Star Wars Galaxies* without participating in the Galactic Civil War and still do PvP. Player Associations make this possible through a means of declaring a guild war on another guild with mutual consent.

War between associations requires mutual consent — it can't be a unilateral decision. The leader of one PA tells another PA leader that he wants a war. The other leader must agree to this before the hostilities start. This avoids unfair situations where one association could declare war, then take another unaware PA.

After two guilds are at war with each other, the PvP encounters work like Rebel versus Imperial, with a few exceptions. All members of Player Associations are Overt to each other, meaning they are fair game wherever they go to the enemy guild. There are no Covert PA members.

Killing a member of an enemy guild, unlike killing an enemy in Rebel vs. Imperial PvP, does not provide your character with faction points. The only reward is the satisfaction of taking out somebody you don't like and the praise of your PA members. There is no limit to the number of PAs that can be at war with one another, so your PA could fight the entire galaxy!

DUELING

At any time, challenges to duel may be issued between players. It is up to the challenge recipient to take the first shot. If the challenged takes no action, no duel occurs. After the challenged engages in combat, the dueling continues until one player is incapacitated and/or receives a death blow, or both parties declare peace. Anybody may challenge anybody else to a duel — even members of the same faction or PA.

JEDI RANKING SYSTEM

True Jedi PvP really doesn't begin until you've reached the level of Jedi Knight and have finished your Jedi Padawan trials. Young Padawan, take this warning and learn to use the force wisely before engaging in PvP, or you may find yourself set back in your training.

In the new Jedi skill system, you may remain PvE (with the exception of the occasional Bounty Hunters wanting to prove themselves) or may choose to go on to the new PvP Force Ranking System (FRS). Jedi must choose their path to Force mastery by following the path of light or turning to the dark side. The FRS is a PvP mechanic that allows a Jedi to advance beyond the rank of Knight. It consists of two skills trees — one for Light and one for

Dark. Each skill represents a Force Rank. Experience to attain these Force Rank skills is gained and lost through PvP actions. Light Jedi will vote on advancement and Dark Jedi will fight for advancement. To advance, the Light Jedi and Dark Jedi have gathered into groups and have set up their own secret Enclaves, hidden away from the Empire, allowing only a set number of players to advance into the various Force ranks. Only a set number of players may attain a given rank within each Enclave. Therefore, in order for one to advance, another must be demoted. Jedi who enter the FRS are automatically set as always overt for their aligned faction (Rebel for Light and Imperial for Dark). As long as they stay within the FRS, they can not go covert or resign/change factions.

Below you will find a few tips for Jedi PvP, handed down by many wise Jedi that have come before you. Remember, with great power comes great responsibility. May the force be with you!

Jedi PvP Tips:

- Force Shield works well against other Jedi.
- Force Armor is a must when fighting Non-Jedi Players or Large Groups. Do NOT use in Jedi PvP.
- Use your Double-Bladed Saber first in PvP fights. It causes the most damage, and does it quickly. If your opponent has a talent for healing, switch to a Single-Bladed Saber and start pounding their Mind Pool.
- Do not use Force Run 2 or 3. It severely lowers Saber damage output until its effect has worn off.
- Always try to start with a Dizzying attack (Dervish), followed by a knockdown (Saber Throw). It's easier to pound away at your opponent while he's flopping on his back.
- If you're in trouble and there is a large body of water near you, take a swim and get out of range.
- Channel Force and Force Mediation are your Force Pool's Best Friend. Picked up a Holocron you just looted? Save it — it will replenish your force pool instantly when you need it the most!
- Some tasty foods like Synthsteak, Thakillo, Citros Snow Cake, and Brandy will keep you off your back and grant you an extra Stat boost.
- Always keep an eye on the Radar for fast moving Reds!

PROFESSIONS

In **Star Wars Galaxies**, you can choose a career path for your character. As discussed earlier, you start by choosing from the six starting professions: Artisan, Brawler, Entertainer, Marksman, Medic, and Scout.

As you play, you gain experience and build up your skills. Eventually you can move up to an Elite or Hybrid profession. These "second tier" careers are specialized, giving you the chance to pursue specific aspects of the base careers or combine the skills of two basic paths. It can take some doing to get up to an Elite profession, and even more to break into the Hybrid paths.

There are also several special career paths that do not require mastering another profession first — Politician and three types of Pilots (Privateer, Rebel and Imperial). For these professions, you do not have to expend skill points to become a novice Politician or a Pilot trainee — you just need to pursue training.

You're not locked into a path. You can dabble in several professions at once with one character. It's possible to become a jack-of-all-trades, with skills in all six starting professions. However, if you want to reach the heights of a career, you need to narrow your focus. This section gives you the information to make knowledgeable profession choices.

SPECIES BONUSES

The species you choose to play affects the number of attribute points you have. Each profession has a base number of attribute points: 4,500. The type of profession determines how the attribute points are distributed among the nine attributes. Combat jobs

rely on higher Health statistics, at the expense of Mind, while it's the opposite for non-combative professions.

Each species has extra points to contribute, some more than others. For example, humans get a +100 points boost to each of the nine attributes, bring their total to 5,400 points. Wookiees are the most robust characters, with an extra 1,600 points, for a total of 6,100. Ithorians are mind-oriented, with bonuses for many of the non-physical attributes.

Each species also has some species modifications (or "mods"). These are bonuses to skills that you can learn as you play. For instance, Bothans have a +10 bonus to the Camouflage ability. However, you must gain that ability before the bonus can be applied. So a Bothan who's purely an Entertainer won't have any use for that mod.

NOTE

The extra attribute points apply no matter what profession you choose. In other words, a Rodian always gets a +200 to the base Action stat whether she's a Marksman or an Artisan or any other starting career.

Some mods don't apply directly to a skill, but help you resist certain attacks, such as the Zabrak Defense vs. Dizzy at +10.

A tables of each species' attribute point bonuses is found below. Species skill mods are listed on the next page.

SPECIES ATTRIBUTE BONUSES

SPECIES	HEALTH	STR	CON	ACTION	QUICK	STAM	MIND	FOCUS	WILLPOWER
Human	+100	+100	+100	+100	+100	+100	+100	+100	+100
Rodian	+0	+0	+0	+200	+200	+450	+0	+0	+50
Mon Calamari	+0	+0	+0	+0	+0	+150	+300	+300	+150
Bothan	+0	+0	+0	+300	+300	+100	+100	+100	+100
Wookiee	+350	+350	+150	+200	+100	+100	+100	+150	+100
Twilek	+0	+0	+250	+250	+300	+0	+100	+0	+0
Trandoshan	+250	+300	+400	+0	+0	+0	+0	+0	+100
Zabrak	+200	+0	+0	+300	+0	+0	+0	+0	+400
Ithorian	+0	+0	+0	+0	+0	+150	+300	+300	+150
Sullustan	+200	+0	+0	+300	+0	+0	+0	+0	+400

HUMAN SKILL MODS

Leadership	+10
Artisan Experimentation	+15

RODIAN SKILL MODS

Defense vs. Blind	+15
One-Handed Weapon Accuracy	+10
Two-Handed Melee Accuracy	+10
Weapon Assembly	+10

MON CALAMARI SKILL MODS

Alertness	+15
Weapon Assembly	+10
Structure Assembly	+10

BOTHAN SKILL MODS

Camouflage	+15
Cover	+10

WOOKIEE SKILL MODS

Trapping	+10
Creature Taming	+10
Rescue	+10
Warcry	+10
Wookiee Roar	+1

TWI'LEK SKILL MODS

Wound Healing (Dancing)	+15
Wound Healing (Music)	+5
Battle Fatigue Healing (Dancing)	+15
Battle Fatigue Healing (Musician)	+15

TRANDOSHAN SKILL MODS

Unarmed Accuracy	+10
Unarmed Speed	+5
Unarmed Damage	+15
Melee Defense	+10
Creature Harvesting	+10
Private Innate Regeneration	+1

ZABRAK SKILL MODS

Defense vs. Dizzy	+10
Defense vs. Stun	+10
Defense vs. Intimidate	+10
Anti-Shock	+5
Equilibrium	+1
Vitalize	+1

ITHORIAN MODS

Defense Vs. Dizzy	+10
Defense Vs. Stun	+10
Creature Taming Bonus	+10
Melee Defense	+10
Chassis Assembly	+10
Power systems	+10
Shields Assembly	+10
Advanced Assembly	+10

SULLUSTAN MODS

Engine Assembly	+10
Booster Assembly	+10
Weapon Systems	+10
Trapping	+10
Creature Harvesting	+10

SKILL TREES

Each profession has a skill tree with 18 sections: a root at the bottom, a crown at the top, and four branches. Each of those branches has four sections. Those branches each represent a field of study or ability. In other words, for Marksman, you have a branch for Pistol skills, one for Carbine skills, one for Rifle skills, and a fourth for Range Weapon Support skills.

To advance your abilities in a branch, you have to first gain the experience points, then pay for the training. So, if you were a Marksman and wanted the Intermediate Pistol skill, you'd need 5,000 points of Pistol Weapons Experience and enough credits to pay a Marksman trainer to teach you.

You can progress up the branches individually. You could reach Rifle Specialist, the top box of the Rifle skills branch, without making any headway in Carbine skills.

To reach a second tier profession (an Elite or Hybrid



profession) you need to reach the top of the corresponding branches. Sometimes you need to fully master a starting profession to reach a second-tier career. For example, to become a Doctor, you need to reach the top of all four branches of the Medic profession and earn the Master Medic box at the crown of the Medic skill tree. For other professions, you may need to complete only specific branches of a starting profession. For instance, to be a

Creature Handler, you need only reach the top of two of the Scout branches. Finally, as a Pilot, you have to master each row of skills before you can progress to the next tier in any skill column.

When you move up a branch, you often are awarded new modifiers (mods) and/or commands. These perks improve your abilities, making your character more formidable. The mods are cumulative, so the higher you get on the skill tree, the more easily and efficiently you can perform your tasks. **NOTE: Study your skill trees as you progress. It can be hard to accumulate experience points, so spend them wisely.**

SKILL POINTS

There's a cost for skills that is less obvious than experience points and credits. Each box on the skill trees costs a number of skill points. Every character starts with the same number of skill points, 250. You cannot earn more of them; 250 is your limit.

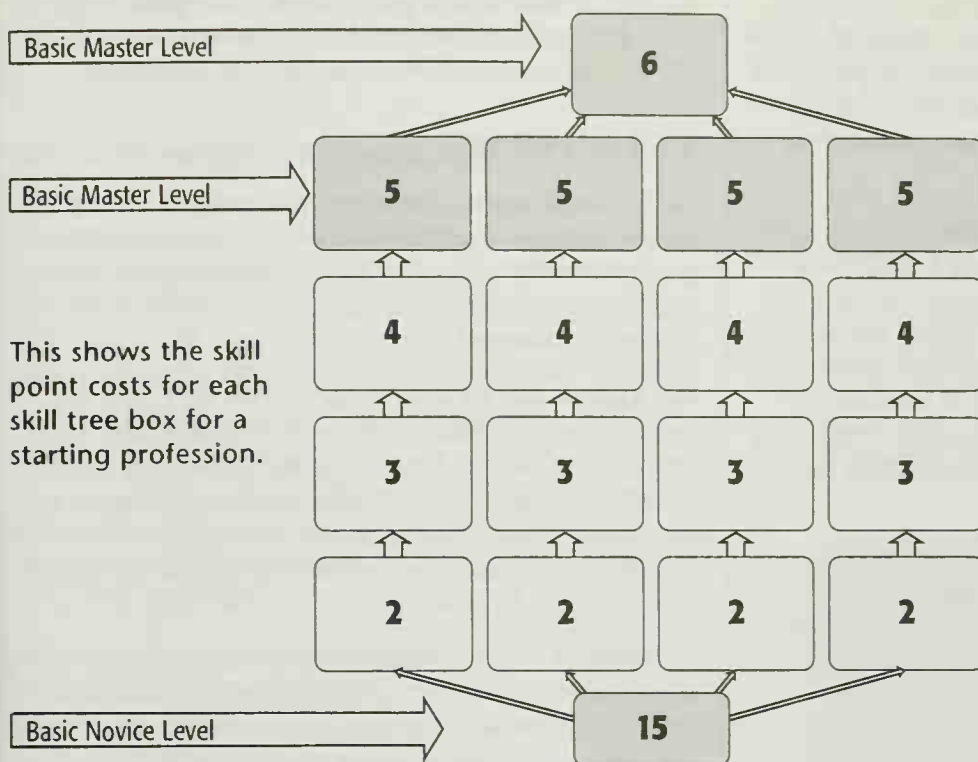
This is what prevents you from climbing each and every skill tree with one character. You have to monitor your skill point expenses so you can get the career you want.

As stated previously, each box on a skill tree costs skill points. For example, the Novice box at the root of every basic profession costs 15 skill points. So if you were to learn each of the six starting professions, you'd spend a whopping 90 skill points on just the root skills. That leaves precious little to use on higher end skills, so it's to your advantage to specialize a bit.

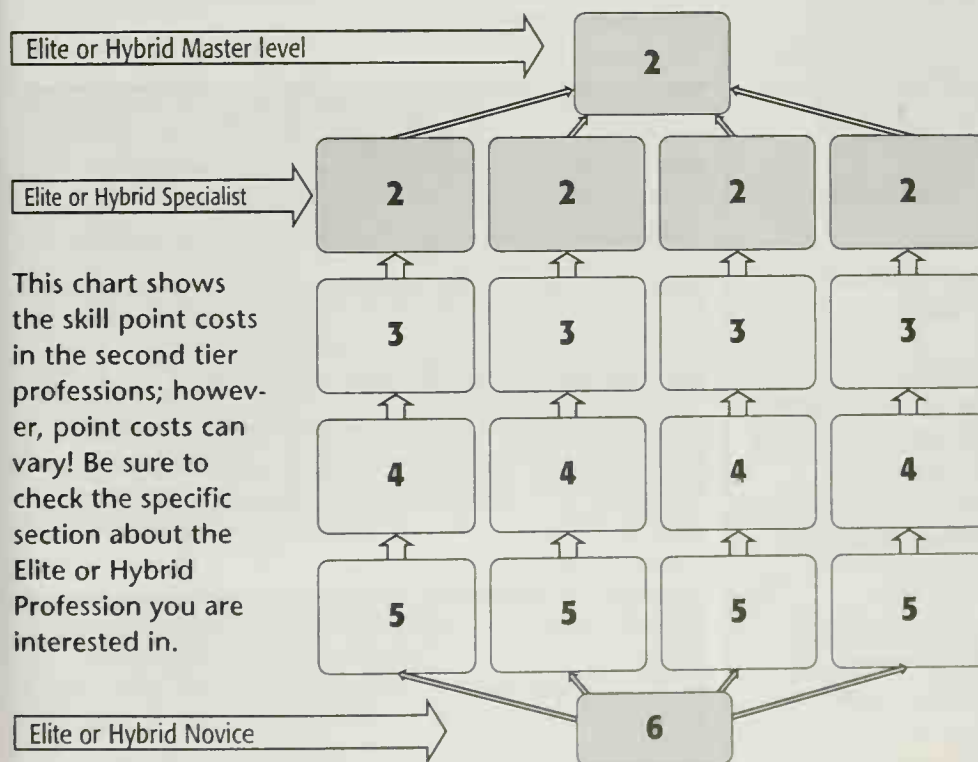
The branches of the basic professions also have a standard skill point price. The first box from the root costs two skill points, the next one up costs three, the third box costs four points, the fourth box costs five. The crown of a basic skill tree costs six skill points. So to fill out a basic skill tree, you'd have to spend 68 skill points. Check out the sample skill tree for a visual.

The top chart shows the skill point costs for each skill tree box for a starting profession.

The bottom chart shows the skill point costs in the second tier professions; however, when you move on to an Elite or Hybrid



This shows the skill point costs for each skill tree box for a starting profession.



This chart shows the skill point costs in the second tier professions; however, point costs can vary! Be sure to check the specific section about the Elite or Hybrid Profession you are interested in.

profession, the skill point costs change. Each tree for the second tier professions is constructed the same as the basics (root, branches, and crown). Most of them cost six points to earn the root skill and two points to get the crown. Some Elite professions, however, cost only one skill point to gain the first skill box and six to get the crown.

The one-point roots are for Elite professions that you can go into after completing only one branch of a basic profession. For example, if you earn all four skill boxes in the Pistol Weapons branch of the Marksman tree, you can move on to Pistoleer without doing anything else as a Marksman. And moving into the Pistoleer skill tree only costs one skill point. When you reach the top, however, you need to spend six skill points to gain the crown.

Whether it's a one- or six-point root, all the branches of the Elite and Hybrid professions have the same costs. They are inverted from the basic skill trees in that the first box costs five skill points, the second costs four, and so on. Refer to the sample second tier profession skill tree to see how the skill points fall.

EXPERIENCE POINTS

In *Star Wars Galaxies*, when you choose a profession, it enables you to gain experience points (also called "xp") for engaging in specific tasks. As a Marksman, you get points for using guns, an Entertainer gets experience by dancing or playing music, and so on.

These points help you advance along your profession's skill tree. You'll need a lot of points.

Experience points are broken up by categories. Each branch of a skill tree could require a separate type of experience points. The Marksman tree, for example, has a branch that requires Rifle Weapon Experience, one for Carbine Weapon Experience, one for Pistol Weapon Experience, and the fourth needs Combat Experience points.

Check your Skills screen using **[Ctrl]+[S]**, and you'll notice a window for Current Experience Points. It lists the type of experience you've earned and how much you have of each.

When you reach the required amount of experience for the next skill level, you can find a trainer and improve your abilities. When you rise to the next

skill box, you "spend" your accumulated experience. So, if you have 6,000 points of XP and gain a skill level that costs 5,000 points, you're left with 1,000 XP. You have to earn more to get the next level.

TRAINING

To move up in the skill trees, you need to find the appropriate trainer. The "City Life" chapter of this guide contains a step-by-step walkthrough of the training process. Here we'll give you a quick run down of the basics.

The easiest way to train is to find an NPC teacher. In a city use the **/find** command to get to the appropriate trainer (or look at the city maps in this guide). You need an instructor in the profession in which you're advancing. Make sure your wallet's full of credits, because the trainer will take a bite out of your finances to teach you.

If you don't want to spend the money, but can afford taking more time, find a player character who can teach you the skill you're looking for. He or she may want cash or some other consideration, but that will most likely be cheaper than what an NPC would want.

NOTE

A player character cannot train you in a novice skill. In other words, you can learn the root skill for any profession's skill tree only from an NPC.

EXPERIENCE POINT CAPS

You need to train soon after you gather enough points to get the next level. If you keep hunting (or dancing, or healing) after you get enough xp to gain a skill level, you top off and don't gain any more points.

This is to prevent exploiting the experience point system. For example, if you're a Brawler and you raise your skill level in Unarmed Combat, the lower level creatures become easier to defeat and are worth less experience. But what if you simply refused to train and hunted low-level beasts for days? The risk is minimal because they aren't vicious, but you still gain maximum experience points.

The xp caps force you to gain higher skill sets, and that forces you to go after more challenging prey. So, keep in mind that you have to train up and make progress through your skill trees.

SURRENDERING SKILLS

So let's say you've been building up as a Scout, but also raised a lot of your skills in the Marksman tree and the Medic tree. You spent a lot of skill points becoming a better healer and blaster-slinger, but now you want to move on to the Creature Handler Elite profession and the skill points are getting scarce.

No worries. You can abandon skills to regain the skill points you spent on them. In our example, let's say you've gotten to Expert Rifle Skill in the Marksman tree. Highlight it in the Skills screen and choose the "Abandon Skill" option. You get back four skill points to spend elsewhere.

When you abandon a skill, however, you lose the mods and commands that came with it. And you do not regain the experience points you used to get that skill. So choose carefully when abandoning a skill.



NOTE

You must abandon skills from top to bottom. That is to say, if you are up to Expert Rifle Skill, you cannot abandon Advanced Rifle Skill (the skill box one below the Expert box) without first getting rid of the Expert level.

TIP

Abandoning skills won't become an issue until you're seeking an Elite or Hybrid profession. You can dabble in many skill trees before having to worry about running out of points. Be sure to have an idea of where you're headed so you don't waste too much time on skill trees you'll eventually drop.

STAT MIGRATION

Galaxies has a flexible system for player characters. With a single character, you can start in one profession and dabble in others, or abandon your starting career and take up a new one.

To do this, you must understand a few things. You know about abandoning skills and the skill tree system. The last piece is stat migration.

Call up your character sheet (**Ctrl+C**) and check out the "Stat Migration" button at the bottom. Click on it, and you come to the screen where you can adjust your character's attributes. You can't add points, but you can take from one stat and give to another.



Here you can control your character's attributes.

For example, if you have a 1,000 Health attribute rating and a 500 Constitution, you can shift points from one to the other. You could take 100 points from your Health and add them to your Constitution to boost it to 600, leaving your Health at a robust 900 points.

At the beginning, after you create a character, you are given the choice to mess with your attributes. If you make changes at that point, the attributes shift. However, after you're in-game, stat migration takes a long time. Tinker with it to get the feel of the changes before making any large commitments.

Stat migration comes into play if you want to make a major career change. If you've been focused on a combat-intensive profession and want to settle down into a more mental line of work, you have to

make some big shifts away from Health and toward Mind. There may be limits as to how much of a shift you can make, but if you want to keep the same character and move into a new profession, you have to use stat migration.

CAREER CHANGE

Let's assume you've decided to make a change in your character's life. We've already covered the points you need to understand: skill trees, abandoning skills, and stat migration. All that's left is putting it all together.

More than likely you won't so much change careers as change your focus. You may have been going up

TIP

If you want to change your profession (that is to say, give up your previous skills) start a new character. Either way, you'll be starting from scratch.

the Medic and Entertainer trees, but now want to make your character more combat oriented.

First decide where you want to go. Perhaps the Medic/Entertainer wants to become a Combat Medic. In that case, the Entertainer skills can be abandoned in favor of Marksman skills. Don't dump the extraneous skills all at once. Get rid of them when you need skill points. Until that time, you may find the Entertainer abilities useful.

Because, in our example, the character needs to be more combat ready, you'll have to move around some attributes. Health and Constitution will need an increase, so shift some points there.

That's all there is to it. Figure out where you want to go, decide what stats need to be changed, and abandon extraneous skills as you need the points.

YOUR PROFESSION

The rest of this chapter provides information on the professions. You'll find a breakdown of the starting professions with information and tips about how to play those character types and how the species you choose can affect the career you follow.

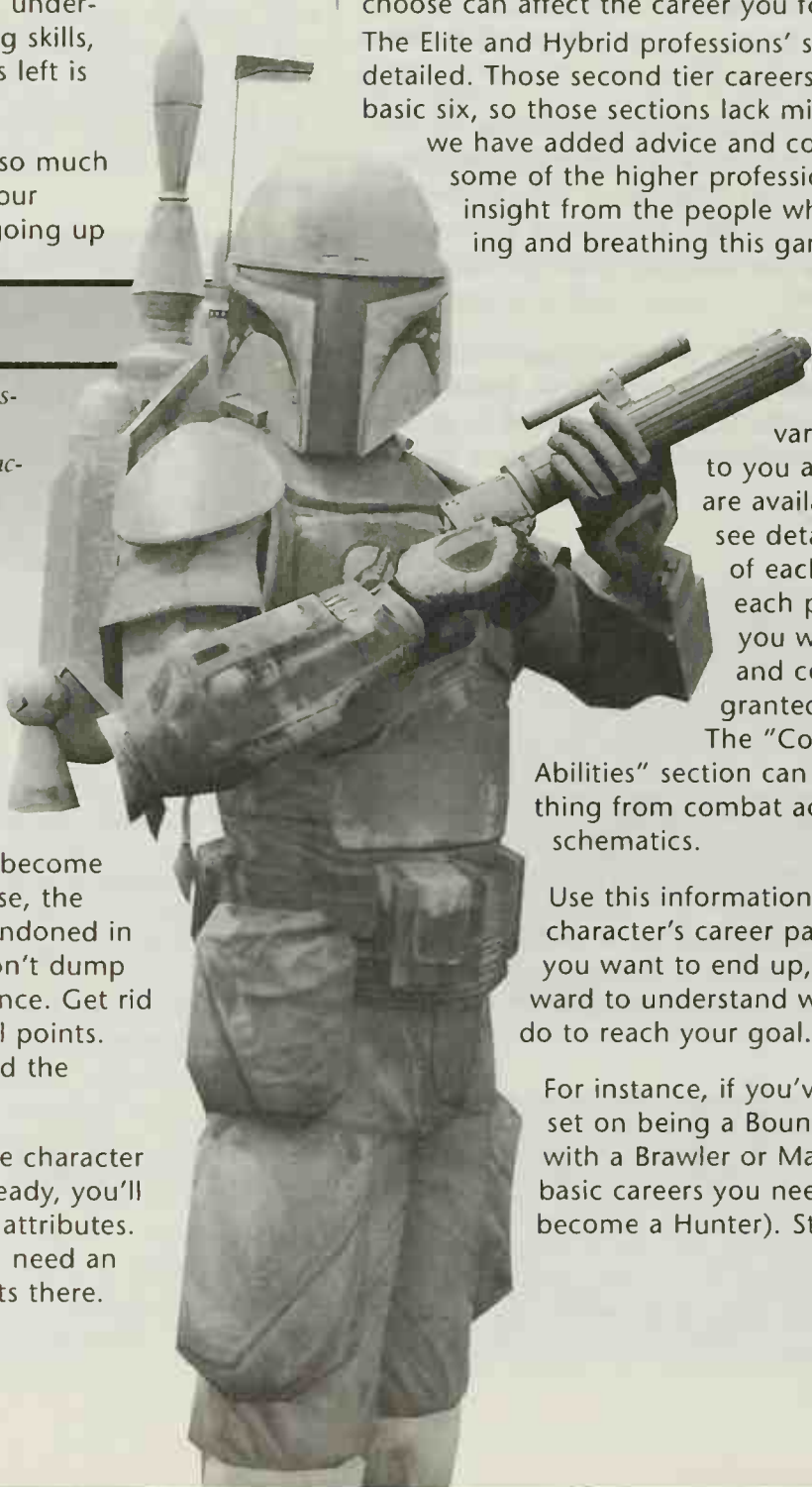
The Elite and Hybrid professions' skill trees are also detailed. Those second tier careers stem out of the basic six, so those sections lack minutiae. However, we have added advice and commentary for some of the higher professions. You get insight from the people who have been living and breathing this game.

Each job has its own flowchart, which you can use to find the various paths open to you and see what skills are available. You'll also see detailed descriptions of each skill box for each profession, telling you what modifications and commands are granted for all of them.

The "Commands & Abilities" section can include everything from combat actions to item schematics.

Use this information to plot out your character's career path. Find where you want to end up, and track backward to understand what you have to do to reach your goal.

For instance, if you've got your heart set on being a Bounty Hunter, begin with a Brawler or Marksman (the two basic careers you need to master to become a Hunter). Study hard.



THE STARTING PROFESSIONS

These six professions are the ones available to you at the beginning of the game. They lead to all the other careers, but you have to spend some time working your way up the various branches before you can step up to the second tier.

ARTISAN

If you think the heat of battle is just too hot and sticky, then you're probably more suited to a profession that deals with the creative side of life. Perhaps you want to be the one to whom others come for their deadly accurate blasters or thick protective armor. Or maybe you simply want to accumulate wealth by selling your wares. Whatever your motive, the

Artisan profession is for those who want to create items for other players to use. Food or droids, weapons or clothing, the Artisan path leads to them all.

Artisans are brain, not brawn. It takes a sharp mind and quick hands to manipulate raw material for the Artisan leans toward the brain and dexterity.

Base Artisan stats for all three of the Mind attributes are the highest for any profession. That makes sense. It also follows that an Artisan's Constitution attribute is the lowest of them all and the Health and Strength stats are tied with Entertainer for lowest. It's an easy picture to draw: Artisans are not the rugged type.

Being an Artisan involves a bit of exploration when you go out surveying. To make objects, you

ARTISAN BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	600
Strength	300
Constitution	300
Action	800
Quickness	400
Stamina	300
Mind	900
Focus	400
Willpower	500

need raw material. Metal, chemicals, flora, bits of fauna, and liquids are all necessary to the Artisan's craft. To get them, you need to survey the land and dig up your building blocks. So you may have to tromp about in the wild lands even if you are a sensitive *artiste*.

Initially you can craft only simple things. Doing so gives you General Crafting Experience that you can use to raise skills in three of the Artisan skill tree branches. One branch is for engineering, one for domestic arts, and one for business. Each of those three branches leads to Elite profes-

sions. See where each goes, and focus on the one you want. When you go out to survey, you get Surveying Experience, which you can spend on the fourth branch of the Artisan skill tree.

You can also work up all four branches and become a Master Artisan, highly skilled in all of the different aspects of crafting. When you first start, however, you can make only a limited number of reasonably simple general items.

NOTE

More information on crafting and surveying can be found in **Crafting**, p. 165. It is imperative that you read that chapter if you're going for a career as an Artisan.



ARTISAN PROFESSION SPECIES STATS

SPECIES	HEALTH	STR	CON	ACTION	QUICK	STAM	MIND	FOCUS	WILLPOWER
Human	700	400	400	900	500	400	1,000	500	600
Bothan	600	300	300	1,100	700	400	1,000	500	500
Mon Calamari	600	300	300	800	400	450	1,200	700	650
Rodian	600	300	300	1,000	600	750	900	400	550
Trandoshan	850	600	700	800	400	300	900	400	600
Twilek	600	300	550	1,050	700	300	1,000	400	500
Wookiee	950	650	450	1,000	500	400	1,000	550	600
Zabrak	800	300	300	1,100	400	300	900	400	900
Ithorian	600	300	300	800	400	450	1,200	700	650
Sullustan	800	300	300	1,100	400	300	900	400	900

SPECIES

The different species have their own pluses and minuses for each attribute. Here you see how those numbers play out with the Artisan profession, plus a few modifiers that a couple of species have.

Looking over the different choices, you see that several species are well suited to creation. Trandoshan seems the weakest, but not by much. While low in Action, the Mon Calamari have outstanding Mind and Focus stats, with great Willpower. That will serve you well. Add to that the species mods for Weapon and Structure Assembly and if you want to be a Weaponsmith or Architect (looking ahead to the Elite professions) then Mon Calamari is your obvious choice.

However, Humans have a modifier of their own that works along all the crafting lines. Plus they have excellent numbers in the primary Artisan attributes. And you can't forget the Wookiees or the Rodians either. It's almost an open field for you crafter types. Whatever species you pick, you won't be hampered by their attributes.

ARTISAN SPECIES MODS

SPECIES	MODIFIER	VALUE
Human	Artisan Experimentation	+15
Mon Calamari	Weapon Assembly	+10
	Structure Assembly	+10
Rodian	Weapon Assembly	+10
Ithorian	Chassis Assembly	+10
	Power systems	+10
	Shields Assembly	+10
Sullustan	Advanced Assembly	+10
	Engine Assembly	+10
	Booster Assembly	+10
	Weapon Systems	+10

TACTICS

There aren't any combat tactics for the Artisan profession. However, we can give you some tips for playing a crafter.

First off, think ahead to your Elite profession. Do you want to be a Weaponsmith? Or a Tailor? When you know, spend your experience points in the branch of the skill tree that gets you there. Don't muck about in the two other branches, because it only

drains your hard-earned xp. This doesn't apply to Surveying Experience.

TIP

Remember you can use the stat migration feature to move attribute points around. So you can prop up weaknesses that your species choice may have.



Getting your own meat is easier than relying on the kindness of strangers.

Which brings us to the second point: Raise your surveying skills as soon as you can. You'll accumulate them quickly because you need materials to craft objects. The better you are at surveying, the more efficient you'll be at collecting raw materials. That means you spend less time searching and more time making.

Thirdly, immediately pick up Novice Marksman and Novice Scout skills if you intend to make things that involve resources extracted from creatures (bone, hide, and meat). That way you can hunt creatures and extract the parts you need on your own, without waiting for a kindly Scout to give you what you need. Eventually you can abandon those skills as you gain notoriety and others are happy to sell you material, but at the start it's faster to do it yourself.

Fourth, surveying and collecting raw material can be time-consuming. Look into getting your own



Resource harvesters can save you a lot of time.

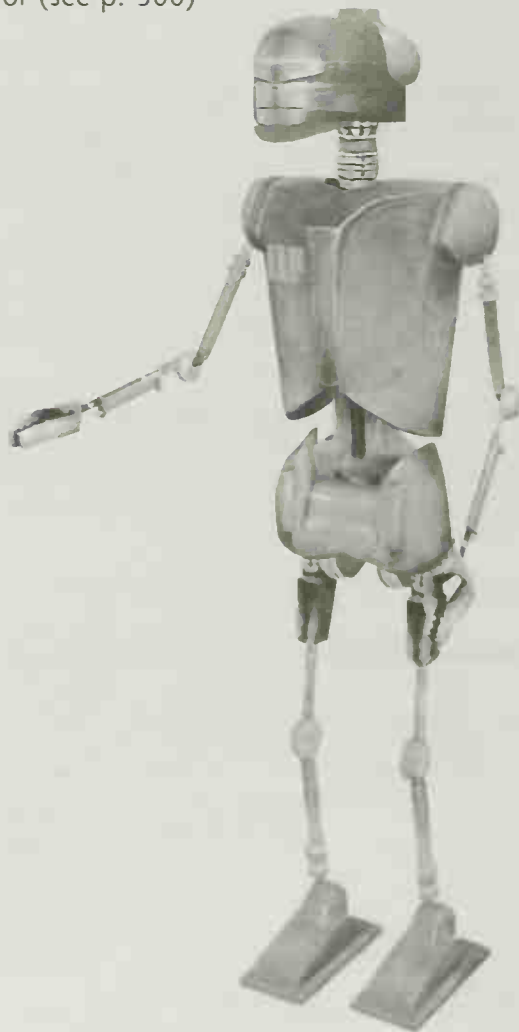
resource harvesters as soon as you can afford to. Make an effort to find like-minded crafters who will join you in resource sharing. You may have a mine for metals, someone else may mine for chemicals, and you can trade. This is a tip for more advanced crafters, but keep it in mind.

WHERE IT LEADS

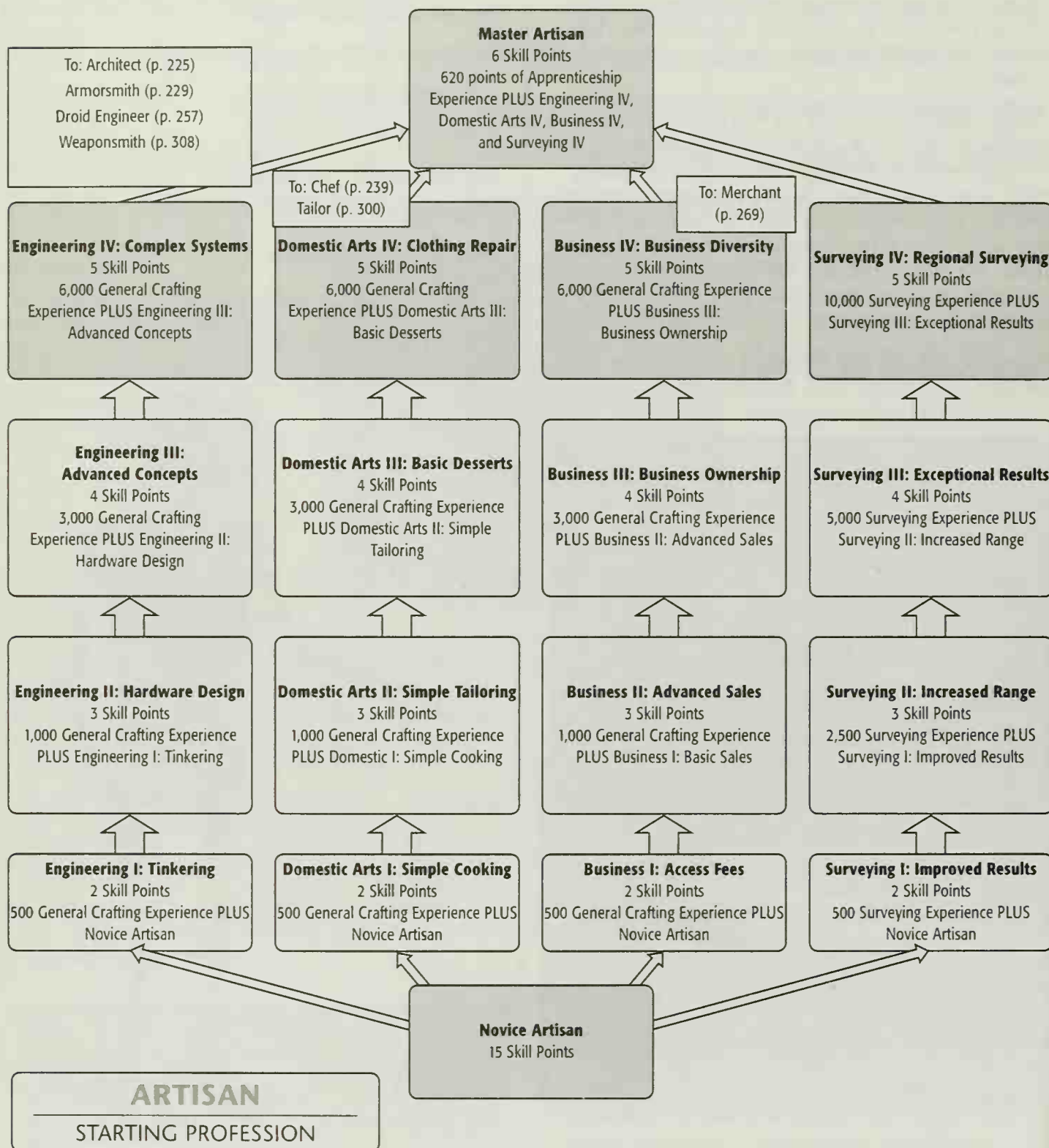
The Elite professions that an Artisan can go into are all specialized aspects of crafting. Most of them focus on one type of creation.

Elite professions from Artisan:

- Architect (see p. 225)
- Armorsmith (see p. 229)
- Weaponsmith (see p. 308)
- Chef (see p. 239)
- Droid Engineer (see p. 257)
- Merchant (see p. 269)
- Shipwright (see p. 22)
- Tailor (see p. 300)



THE ARTISAN SKILL TREE



Novice Artisan

15 Skill Points

A Novice Artisan can find and extract the fundamental types of raw material used in item construction. She also has the ability to craft a limited number of starting items. An Artisan can continue her studies in engineering, domestic arts, business, and resource surveying. Each of these paths leads to different Elite crafting professions.

SKILL MODS	VALUE
Surveying	+20
Artisan Assembly	+20
Artisan Experimentation	+20
Armor Customization	+20
Clothing Customization	+20

COMMANDS & ABILITIES

Sample Resource	Barrel
Survey Resources	Grip
Survival Knife	Bofa Treat
Chance Cube	Travel Biscuits
Six Sided Dice Set	Spiced Tea
Ten Sided Dice Set	Simple Shirt
CDEF Pistol	Casual Shoes
CDEF Carbine	Casual Pants
CDEF Rifle	Gas Pocket Survey Device
Generic Crafting Tool	Chemical Survey Device
Generic Melee	Mineral Survey Device
Weapon Kit	Water Survey Device
Fishing Pole	Flora Survey Tool
Type 1 Firework	Ambient Solar Energy
Type 2 Firework	Surveying Tool
Type 3 Firework	Wind Current
Spiced Tea	Surveying Tool
Small Glass	Wookiee Hide Jerkin

Engineering I: Tinkering

2 Skill Points

500 General Crafting Experience

Tinkering with mechanical and electronic devices is the first step toward a knowledge of engineering. An Artisan of this skill level is a creative inventor capable of devising various small and interesting devices.

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

Twelve-Sided Dice Set
Twenty-Sided Dice Set
One Hundred Sided Dice Set
Wood Staff
Coupler
Muzzle
Type 4 Firework
Type 5 Firework
Creature Habitat
A Droid Battery
Food and Chemical Crafting Tool
Clothing and Armor Crafting Tool
Structure and Furniture Crafting Tool
Weapon, Droid, and General Item Crafting Tool

Engineering II: Hardware Design

3 Skill Points

1,000 General Crafting Experience

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

Weapon Repair Tool	Bone Armor Gloves
Armor Repair Tool	Bone Armor Boots
Configurable Dice	Type 10 Firework
Droid Repair Tool	Grenade Wiring Kit
Reinforced Combat Staff	Scope
Bone Armor Segment	

Engineering III: Advanced Concepts

4 Skill Points

3,000 General Crafting Experience

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

Dagger
Bone Armor Left Bicep
Bone Armor Right Bicep
Bone Armor Leggings
Bone Armor Helmet
Deed for: Wind Power Generator
Deed For: Personal Mineral Extractor
Deed For: Micro
Flora Farm
Type 11 Firework
Fireworks Show Package
Mine Explosives Kit

Engineering IV: Complex Systems

5 Skill Points

6,000 General Crafting Experience

Title: Engineer

SKILL MODS	VALUE
Armor Customization	+20
Artisan Assembly	+10
Artisan Experimentation	+10

COMMANDS & ABILITIES

Heavy Axe
Bone Armor Left Bracer
Bone Armor Right Bracer
Bone Armor Chest Plate
Deed For: Personal Natural Gas Processor
Deed For: Personal Chemical Extractor
Deed For: Personal Moisture Vaporator
Grenade Explosives Kit
Type 18 Firework

Domestic Arts I: Simple Cooking

2 Skill Points

500 General Crafting Experience

Involves the study of basic culinary techniques. In addition to the study of food, the Artisan begins working with clothing.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Carbosyrup	Wrinkled Pants
Blob Candy	Headwrap
Exo-Protein Wafers	Plain Robe
Aitha	Clothing Repair Tool
Fiberplast Panel	Wookiee Arm Wraps
Shorts	Simple Waist Wrap

Domestic Arts II: Simple Tailoring

3 Skill Points

1,000 General Crafting Experience

Focuses on improving the Artisan's ability to create clothing. The Artisan also increases his or her knowledge of food preparation.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Dough
K-18 Rations
Crispic
Caf
Metal Fasteners
Hide Boots
Plain Short Robe
Short Sleeve Shirt
Short Sleeve Jacket
Tree-Dweller's Hood
Wrapped Skirt

Domestic Arts III: Basic Desserts

4 Skill Points

3,000 General Crafting Experience

Involves the study of various cultures' dessert making methods. The study of tailoring also continues.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Caramelized Pkneb	Two Pocket Belt
Kanali Wafers	Soft Undershirt
Ruby Bliel	Leather Gloves
Jawa Beer	Casual Jacket
Pocketed Work Pants	Weighted Wookiee Pullover
Work Slacks	
Multipocket Belt	

Domestic Arts IV: Clothing Repair

5 Skill Points

6,000 General Crafting Experience
Homemaker

At this level, the Artisan gains the ability to craft a clothing repair kit. With this tool the Artisan can keep any piece of clothing in top shape. The Artisan also furthers his or her food-making knowledge. At this point, the Artisan gains access to two Elite professions: Tailor and Chef.

SKILL MODS	VALUE
Artisan Assembly	+10
Artisan Experimentation	+10
Clothing Customization	+20

COMMANDS & ABILITIES

Jaar	Administrator's Robe
Starshine Surprise	Frock
Dustcrepe	Wrapped Boots
Teltier Noodles	Labour Jacket
Travel Pack	Shoulder Strap
Large Glass	Maiden's Dress
Light Food Additive	Weighted Wookiee Hood

Business I: Access Fees

2 Skill Points

500 General Crafting Experience

With the "Access Fees" skill, an Artisan may place an access fee on any public building he or she owns. Players who wish to use the building must pay the access for a selected amount of time.

NO SKILL MODS

COMMANDS & ABILITIES

Access Fees

Business II: Advanced Sales

3 Skill Points

1,000 General Crafting Experience

The "Premium Auctions" ability allows you to place premium auctions at a bazaar terminal. Premium auctions cost more than regular auctions, but are highlighted and marked out from the other auctions on the browse list.

NO SKILL MODS

COMMANDS & ABILITIES

Premium Auctions

Business III: Business Ownership

4 Skill Points

3,000 General Crafting Experience

At the "Business Ownership" skill level, an Artisan can place a vendor in any public structure they own. Initially the artisan may only select a bulky machine style vendor, but as the Hiring skill mod increases, more vendor types become available. To place a vendor, select "Create Vendor" from your structure's management terminal.

SKILL MODS	VALUE
Vendors	+1
Hiring	+10

NO COMMANDS & ABILITIES

Business IV: Business Diversity

5 Skill Points

6,000 General Crafting Experience

Title: Businessman At this skill level, the artisan earns more vendor types to choose from.

SKILL MODS	VALUE
Hiring	+10

NO COMMANDS & ABILITIES

Surveying I: Improving Results

2 Skill Points

500 Surveying Experience

Grants the Artisan the ability to find and sample resources.

SKILL MODS	VALUE
Surveying	+15

NO COMMANDS & ABILITIES

Surveying II: Increased Range

3 Skill Points

2,500 Surveying Experience

Grants the Artisan improved skill at finding and extracting resources for crafting.

SKILL MODS	VALUE
Surveying	+20

NO COMMANDS & ABILITIES

Surveying III: Exceptional Results

4 Skill Points

5,000 Surveying Experience

Grants the Artisan improved skill at finding and extracting resources for crafting.

SKILL MODS	VALUE
Surveying	+20

NO COMMANDS & ABILITIES

Surveying IV: Regional

Surveying

5 Skill Points

10,000 Surveying Experience

Title: Surveyor Grants the Artisan improved skill at finding and extracting resources for crafting.

SKILL MODS	VALUE
Surveying	+25

NO COMMANDS & ABILITIES

Master Artisan

6 Skill Points

620 points of Apprenticeship Experience

A Master Artisan has well-rounded knowledge in engineering, domestic arts, business, and surveying. He is able to design complex microcircuitry and gather the rare materials necessary to build them. His work forms the basic of components used in crafting elite items such as droids, weapons, and armor.

NO SKILL MODS

COMMANDS & ABILITIES

Nemoidian Bird Cage

Micro Sensor Suite

Electronics Memory Module

Electronics GP Module

Power Conditioner

Energy Distributor

Control Unit

Speederbike

Swoop

Vehicle Customization Kit

X34 Landspeeder

BRAWLER

Some people don't see the need for complicated machinery when it comes to fighting. Why use a blaster when your hands and feet can get the job done? Sure, you have to get in closer, but going hand-to-hand with a bantha and coming out on top...that's something to brag about in the cantina. It's not all fists and fury, though. Brawlers can use weapons, but of a simple nature, such as blades and sticks. The profession's name may

BRAWLER BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	1,000
Strength	500
Constitution	400
Action	800
Quickness	350
Stamina	350
Mind	500
Focus	300
Willpower	300

sound uncouth, but it can lead to more polished martial disciplines.

You may not need a lot of brains to be a Brawler, but you need to be tough. You're going to mix it up toe-to-toe, so you need strength.

A quick glance is enough to tell you that the Brawler has high physical strength at the expense of mental attributes. His Health and Strength stats are the highest of any profession.

His Action, Quickness, and Stamina are also top notch. Peek at the Mind, Focus, and Willpower, however, and notice that a Brawler is not a thinker.

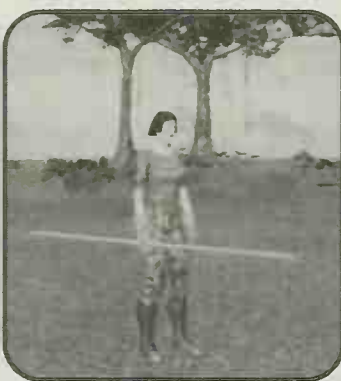
Brawlers can use many weapons besides hands and feet: one-handed, two-handed, polearms. And that can take the form of gaffi sticks, axes, swords, and staves. However, you won't get generic "Brawler Experience" when you fight. You gain experience matched to the type of weapon you use. Using your own limbs gets you Unarmed Combat Experience, for example. So to move up the unarmed combat branch of the Brawler skill tree, you'll need to fight unarmed.

The same is true for the other Brawler weapon types.

SPECIES

The different species have their own pluses and minuses for each attribute. Here is how those numbers play out with the Brawler profession.

Several species do well as Brawlers. Humans are well-rounded in the important areas, as are Rodians,



A sword can come in handy, but sometimes you may feel like using a stick.



Maybe you're just a hands-on kind of Brawler.

BRAWLER PROFESSION SPECIES STATS

SPECIES	HEALTH	STR	CON	ACTION	QUICK	STAM	MIND	FOCUS	WILLPOWER
Human	1,100	600	500	900	450	450	600	400	400
Bothan	1,000	500	400	1,100	650	450	600	400	300
Mon Calamari	1,000	500	400	800	350	500	800	600	450
Rodian	1,000	500	400	1,000	550	800	500	300	350
Trandoshan	1,250	800	800	800	350	350	500	300	400
Twi'lek	1,000	500	650	1,050	650	350	600	300	300
Wookiee	1,350	850	550	1,000	450	450	600	450	400
Zabrak	1,200	500	400	1,100	350	350	500	300	700
Ithorian	1,000	500	400	800	350	500	800	600	450
Sullustan	1,200	500	400	1,100	350	350	500	300	700

Twi'leks, and Zabrak (even though Zabrak have a terrible Constitution). But if you're looking to fight with one- or two-handed weapons, the Rodian has nice mods for those skills.

The Mon Calamari are not fast and the Bothans aren't as strong as Brawlers.

The Wookiees and Trandoshans have eye-catching stats. They pack quite a wallop. Plus, Trandoshans have a raft of modifiers that make them the singular choice for unarmed combat. The lizard-like species may be soft in the head, but hey, Brawlers aren't there to think things through, they're there to punch it up.

TACTICS

Brawlers are tough—they can take a punch or four. Soloing with a Brawler is fine if you make the proper preparations. Just make sure you have a blaster. This allows you to pull creatures to you from a distance, lessening the chances of getting swarmed. The plus side to Brawling solo in the field is that you get to do all the damage to your target and won't get robbed of experience by fancy blaster-wielding teammates.

However, those fancy blaster-wielding teammates can save your hide. Their guns can do more damage than bare knuckles and wooden staves. When you work with a group, be the one who pulls the target. Better yet, make sure your group doesn't fire on the target until it reaches you. This allows you to get in your hits before the blasters fry the beast. It takes coordination, but it'll make everyone happier.

Just because you're a Brawler, though, you don't always have to pull the creatures. You take all the

BRAWLER SPECIES MODS

SPECIES	MODIFIER	VALUE
Rodian	One-Handed Weapon Accuracy	+10
	Two-Handed Melee Accuracy	+10
Trandoshan	Unarmed Accuracy	+10
	Unarmed Speed	+5
	Unarmed Damage	+15
	Melee Defense	+10
Ithorian	Defense Vs. Dizzy	+10
	Defense Vs. Stun	+10
	Melee Defense	+10

damage that way, and you're tough, but make the others take turns now and then. Make sure that your group mates know not to run around after they pull a creature, so you can stand and fight it as well.

Teaming up with a Marksman is a good idea for Brawlers. The two of you can work a profitable system. Find a likely target, let the Marksman get

the right distance away from you, then pull the beast. Between your blows and the Marksman's withering blaster fire the fight should quickly end. The big plus is that if you get incapacitated, the creature will go for the Marksman, allowing you enough time to recover.

WHERE IT LEADS

As a Brawler, you can head into several Elite or Hybrid professions. Getting to an Elite profession is easier, of course, because you have to become a full Master Brawler to get to a Hybrid profession.

Elite Professions from Brawler:

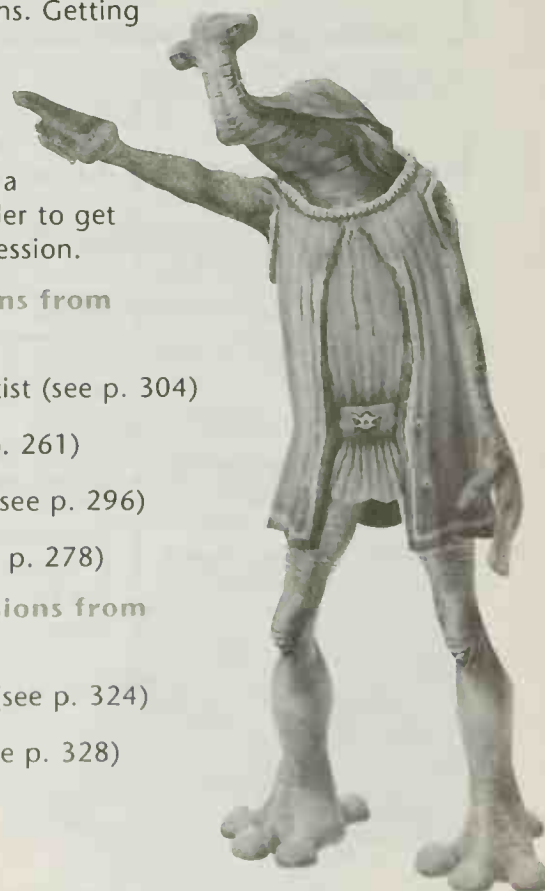
- Teräs Käsi Artist (see p. 304)
- Fencer (see p. 261)
- Swordsman (see p. 296)
- Pikeman (see p. 278)

Hybrid Professions from Brawler:

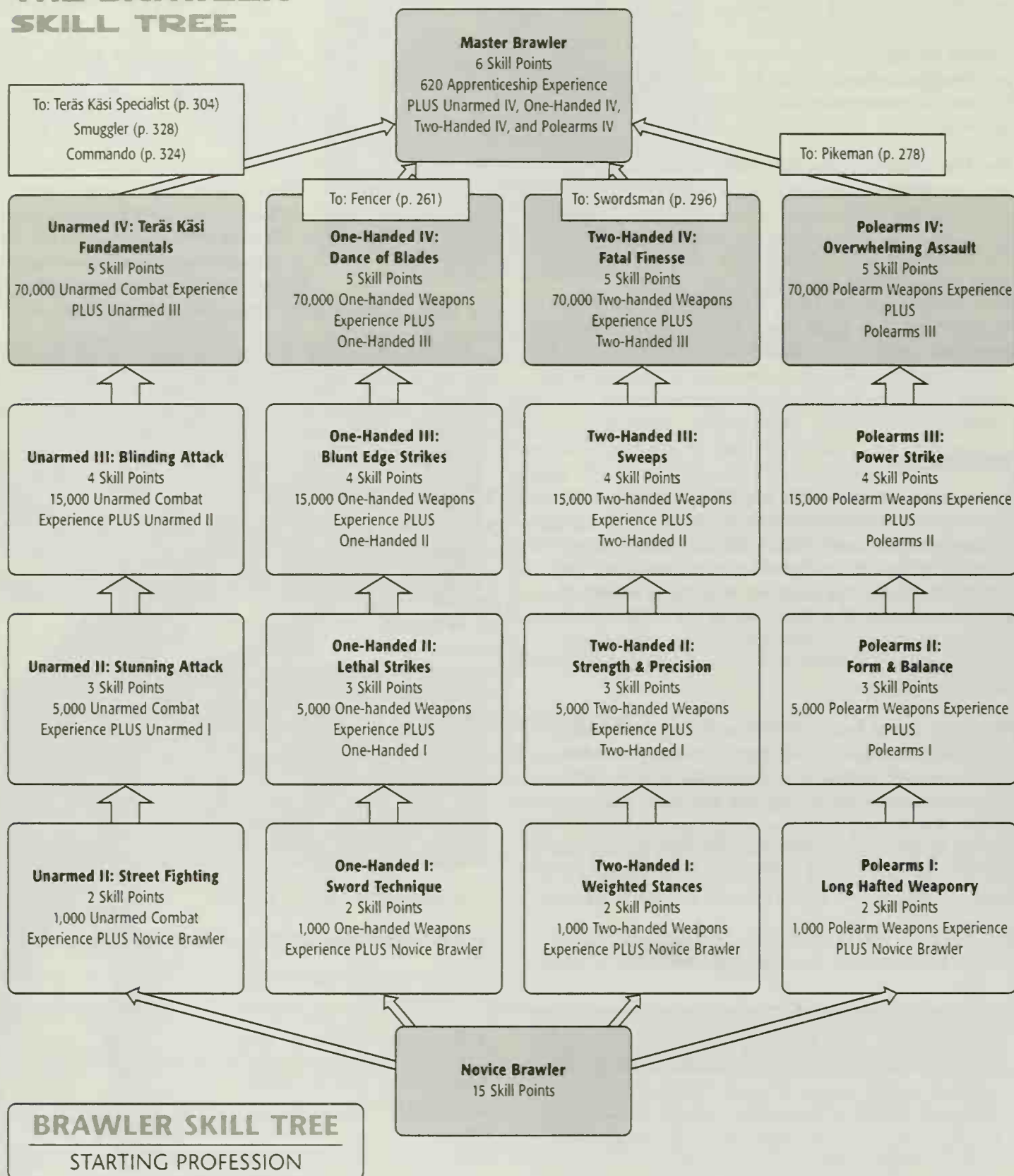
- Commando (see p. 324)
- Smuggler (see p. 328)

TIP

No matter what species you're playing, you can use the stat migration feature to move attributes around. So, if you really need to have a Mon Calamari Brawler, take from his or her Mind and give to his or her Quickness.



THE BRAWLER SKILL TREE



Novice Brawler

15 Skill Points

This skill conveys the ability to wield a variety of melee weapons, in addition to making one's fists more effective. From here, a strong student can move into specialization of one type of melee weapon, or pursue them all.

SKILL MODS	VALUE
Unarmed Accuracy	+10
Unarmed Damage	+15
Unarmed Speed	+5
Polearm Accuracy	+10
Polearm Speed	+5
One-Handed Weapon Accuracy	+10
One-Handed Weapon Speed	+5
One-Handed Center of Being Duration	+5
One-Handed Center of Being Efficacy	+10
Polearm Center of Being Duration	+5
Polearm Center of Being Efficacy	+10
Two-Handed Center of Being Duration	+5
Two-Handed Center of Being Efficacy	+10
Unarmed Center of Being Duration	+5
Unarmed Center of Being Efficacy	+10
Two-Handed Melee Accuracy	+10
Two-Handed Melee Speed	+5
Taunt	+10

COMMANDS & ABILITIES

Berserk 1
Dagger Certification
Intimidate 1
One-hand Lunge 1
Two-hand Lunge 1
Polearm Lunge 1
Taunt
Unarmed Lunge 1
Warcry 1
Center of Being

Unarmed I

2 Skill Points

1,000 Unarmed Combat Experience

Provides a glimpse into the world of the Teräs Käsi Master, by teaching some of the basics of unarmed combat.

SKILL MODS	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Unarmed Damage	+5
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Unarmed Hit 1

Unarmed II

3 Skill Points

5,000 Unarmed Combat Experience

Improves the Brawler's unarmed combat skill.

SKILL MODS	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Unarmed Damage	+10
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Unarmed Stun 1

Unarmed III

4 Skill Points

15,000 Unarmed Combat Experience

Improves the Brawler's unarmed combat.

SKILL MODS	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Unarmed Toughness	+10
Unarmed Damage	+10
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+5

COMMANDS & ABILITIES

Unarmed Blind 1

Unarmed IV

5 Skill Points

70,000 Unarmed Combat Experience

Title: Teras Kasi Student

Allows one to become a Teräs Käsi Student—the door opens to the Brawler on the hard road toward becoming a Teräs Käsi Master.

SKILL MODS	VALUE
Unarmed Speed	+5
Unarmed Accuracy	+10
Melee Defense	+2
Unarmed Toughness	+10
Unarmed Damage	+10
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Unarmed Spin Attack 1

One-Handed I

2 Skill Points

1,000 One-Handed Weapons Experience

Teaches the Brawler the basics of one-handed melee weapons.

SKILL MODS	VALUE
One-Handed Weapon Speed	+5
One-Handed Weapon Accuracy	+10
One-Handed Center of Being Duration	+2
One-Handed Center of Being Efficacy	+10

COMMANDS & ABILITIES

One-hand Hit 1
Gaderiffi Baton Certification
Sword Certification
Curved Sword Certification



One-Handed II

3 Skill Points

5,000 One-Handed Weapons Experience

Teaches the Brawler the basics of one-handed melee weapons.

SKILL MODS	VALUE
One-Handed Weapon Speed	+5
One-Handed Weapon Accuracy	+10
One-Handed Center of Being Duration	+2
One-Handed Center of Being Efficacy	+10

COMMANDS & ABILITIES

One-hand Body Hit 1
Vibroblade Certification

One-Handed III

4 Skill Points

15,000 One-Handed Weapons Experience

Leads the Brawler further down the path of learning to use one-handed melee weapons.

SKILL MODS	VALUE
One-Handed Weapons Speed	+5
One-Handed Weapons Accuracy	+10
One-Handed Melee Toughness	+10
One-Handed Center of Being Duration	+2
One-Handed Center of Being Efficacy	+10

COMMANDS & ABILITIES

One-Hand Dizzy 1
Ryke Blade Certification

One-Handed IV

5 Skill Points

70,000 One-Handed Weapons Experience

Title: Apprentice Swordsman

Prepares the Brawler to become a Novice Fencer, the first step towards a Master Fencer level.

SKILL MODS	VALUE
One-Handed Weapons Speed	+5
One-Handed Weapons Accuracy	+10
One-Handed Melee Toughness	+10

COMMANDS & ABILITIES

One-hand Spin Attack 1
Rantok Sword Certification

Two-Handed I

2 Skill Points

1,000 Polearm Weapons Experience

Teaches the Brawler the basics of two-handed melee weapons.

SKILL MODS	VALUE
Two-Handed Melee Speed	+5
Two-Handed Melee Accuracy	+10
Two-Handed Center of Being Duration	+2
Two-Handed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Two-hand Hit 1
Two-Handed Axe Certification

Two-Handed II

3 Skill Points

5,000 Polearm Weapons Experience

Continues teaching the Brawler the basics of two-handed melee weapons.

SKILL MODS	VALUE
Two-Handed Melee Speed	+5
Two-Handed Melee Accuracy	+10
Two-Handed Center of Being Duration	+2
Two-Handed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Two-hand Head Hit 1
Two-Handed Curved Sword

Two-Handed III

4 Skill Points

15,000 Polearm Weapons Experience

Leads the Brawler further down the path of learning to use two-handed melee weapons.

SKILL MODS	VALUE
Two-Handed Melee Speed	+5
Two-Handed Melee Accuracy	+10
Two-Handed Melee Toughness	+10
Two-Handed Center of Being Duration	+2
Two-Handed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Two-hand Sweep 1
Vibro Axe Certification



Two-Handed IV

5 Skill Points

70,000 Polearm Weapons Experience

Title: Apprentice Heavy Swordsman

Teaches the Brawler the basics of two-handed melee weapons.

SKILL MODS	VALUE
Two-Handed Melee Speed	+5
Two-Handed Melee Accuracy	+10
Two-Handed Melee Toughness	+10

COMMANDS & ABILITIES

Two-hand Spin Attack 1
Two-Handed Cleaver Certification

Polearms I

2 Skill Points

1,000 Polearm Weapons Experience

Improves the Brawler's ability to use pikes and polearms.

SKILL MODS	VALUE
Polearm Speed	+5
Polearm Accuracy	+10
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10

COMMANDS & ABILITIES

Polearm Hit 1
Metal Staff Certification
Reinforced Combat Staff Certification

Polearms II

3 Skill Points

5,000 Polearm Weapons Experience

Continues teaching the Brawler the basics of pike and polearm weapons.

SKILL MODS	VALUE
Polearm Speed	+5
Polearm Accuracy	+10
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10

COMMANDS & ABILITIES

Polearm Leg Hit 1
Basic Lance Certification

Polearms III

4 Skill Points

15,000 Polearm Weapons Experience

Leads the Brawler further down the path of learning to use pikes and polearms.

SKILL MODS	VALUE
Polearm Speed	+5
Polearm Accuracy	+10
Polearm Toughness	+4
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10

COMMANDS & ABILITIES

Polearm Stun
Long Vibro Axe Certification



Polearms IV: Overwhelming Assault

5 Skill Points

70,000 Polearm Weapons Experience

Title: Apprentice Pikeman

Leads the Brawler further down the path of learning to use pikes and polearms.

SKILL MODS	VALUE
Polearm Speed	+5
Polearm Accuracy	+10
Polearm Toughness	+4
Polearm Center of Being Duration	+1
Polearm Center of Being Efficacy	+5

COMMANDS & ABILITIES

Polearm Spin Attack 1

Master Brawler

6 Skill Points

620 Apprenticeship Experience

The Master Brawler has gained the basic skills for all melee weapons, and is ready to advance into specialization of one type of weapon, or into a Hybrid profession such as a Bounty Hunter.

SKILL MODS	VALUE
Warcry	+20
Intimidation	+20
Berserk	+20
Unarmed Accuracy	+5
Unarmed Speed	+5
One-Handed Weapon Speed	+5
One-Handed Weapon Accuracy	+5
Two-Handed Melee Speed	+5
Two-Handed Melee Accuracy	+5
Polearm Speed	+5
Polearm Accuracy	+5
Melee Defense	+5
Ranged Defense	+5
Taunt	+30
Polearm Toughness	+5
One-Handed Melee Toughness	+5
Two-Handed Melee Toughness	+5
Unarmed Toughness	+5
One-Handed Center of Being Duration	+5
One-Handed Center of Being Efficacy	+10
Two-Handed Center of Being Duration	+5
Two-Handed Center of Being Efficacy	+10
Polearm Center of Being Duration	+5
Polearm Center of Being Efficacy	+10
Unarmed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Berserk 2
Intimidate 2
One-hand Lunge 2
Two-hand Lunge 2
Polearm Lunge 2
Unarmed Lunge 2
Warcry 2

ENTERTAINER

There's a lighter side to life in this galaxy. It's not all blaster fire and brawling, there's got to be time to relax. The Entertainer fills that need and allows players to take full advantage of the social aspects of **Star Wars Galaxies**. Your artistry soothes the frayed minds of the more hard-bitten characters, and they love you for it.

An Entertainer isn't the toughest character, but is exceptionally quick and mentally stable.

The Entertainer's attribute du jour is Action, as seen in the table. This makes sense, considering the dexterity and agility that Musicians and Dancers need to ply their trades. Their Mind stats aren't too bad either, because concentration is required of them as well. A simple Entertainer, however, isn't very tough, so you won't see many out in the wilderness.

In this profession you can decide to explore all aspects of entertaining or focus on specific paths.

ENTERTAINER BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	500
Strength	300
Constitution	300
Action	1,000
Quickness	400
Stamina	400
Mind	800
Focus	400
Willpower	400

There are branches for dancing, music, and image design as well as one devoted to healing Battle Fatigue through entertainment. If you just want to wail on the kloo horn or shake and twist to the beat, then narrow your efforts to becoming an Elite profession Dancer or Musician. Just by doing that you'll most likely pick up some healing skills as you go. The primary purpose of an Entertainer is to heal Battle Fatigue damage. Playing or dancing can be done in the cantinas, so expect to spend a lot of time there.

When you aim to become an Image Designer, your path covers a broad array of skills. As an Image Designer (the Hybrid profession you can gain from being an Entertainer) you can customize the look of other characters. Clothes, hair, tattoos, all that will be at your command. It takes a lot of time and effort to become a serious Image Designer, but the payoff is that you'll be in demand. Lots of players want a distinctive character, and Image Designers can provide that.



Bands and Dancers are vital to the healing process.



Image Designers can make you look your best.

ENTERTAINER PROFESSION SPECIES STATS

SPECIES	HEALTH	STR	CON	ACTION	QUICK	STAM	MIND	FOCUS	WILLPOWER
Human	600	400	400	1,100	500	500	900	500	500
Bothan	500	300	300	1,300	700	500	900	500	400
Mon Calaman	500	300	300	1,000	400	550	1,100	700	550
Rodian	500	300	300	1,200	600	850	800	400	450
Trandoshan	750	600	700	1,000	400	400	800	400	500
Twilek	500	300	550	1,250	700	400	900	400	400
Wookiee	850	650	450	1,200	500	500	900	550	500
Zabrak	700	300	300	1,300	400	400	800	400	800
Ithorian	500	300	300	1,000	400	550	1,100	700	550
Sullustan	700	300	300	1,300	400	400	800	400	800

SPECIES

The different species have their own pluses and minuses for each attribute. Here you'll see how those numbers play out with the Entertainer profession.

Going by the numbers, it's clear that Twi'lek and Bothan both have some decent attributes for the Entertainer job. Add in the Twi'lek's bonuses and the choice is almost made for you.

Trandoshans don't seem too inclined toward entertaining. However, you have to think about the attention-getting factor. In a room full of Twi'lek Dancers, the huge lizard making the wicked moves on the floor is going to stand out.

Mon Calamari have that high Action rating to make for effective entertainment. Wookiees, of course, are not going to be left behind and the Humans and Rodians are in the running as well.

A Zabrak Entertainer's huge Action is a plus.

ENTERTAINER SPECIES MODS

SPECIES	MODIFIER	VALUE
Twi'lek	Battle Fatigue Healing (Dancing)	+15
	Battle Fatigue Healing (Music)	+5
	Wound Healing (Dancing)	+15
	Wound Healing (Music)	+5

Also, think about your costume. Adventurers can find clothes on defeated NPCs, or you can get a crafter to make you some custom threads. Either way, put together some good-looking outfits that will draw eyes to you, even if you're a Musician.

Speaking of Musicians, playing with a band is a good way to make sure every player in a cantina is getting experience. Group up and start playing so that if one of you is watched, all of you will get some experience.

Finally, remember that you can call for tips and gifts. Don't be obnoxious about it, but you may want to drop hints. As an Entertainer you're providing a vital service by healing Battle Fatigue. You're not out there running missions for credits, so you need to earn your training money somehow.

TIP

Remember you can use the stat migration feature to move your attribute points around. This can help you fix up a species' ratings to make it more appropriate to the profession you've chosen.

TACTICS

While you're not going to be in many fierce battles as an Entertainer, here are some tips.

First of all, you gain experience as an Entertainer mainly by having other players watch or listen to you as you perform. So, if you want the maximum number of eyes or ears on you, you need to think of some ways to stand out.

Remember that in the character creation. Try to fashion a look that will catch the eye. During the beta testing a player we know created the shortest, fattest Trandoshan Dancer that he could. He was ugly, ugly, ugly, but people watched him because he stood out among all the lithe Twi'leks and Humans.

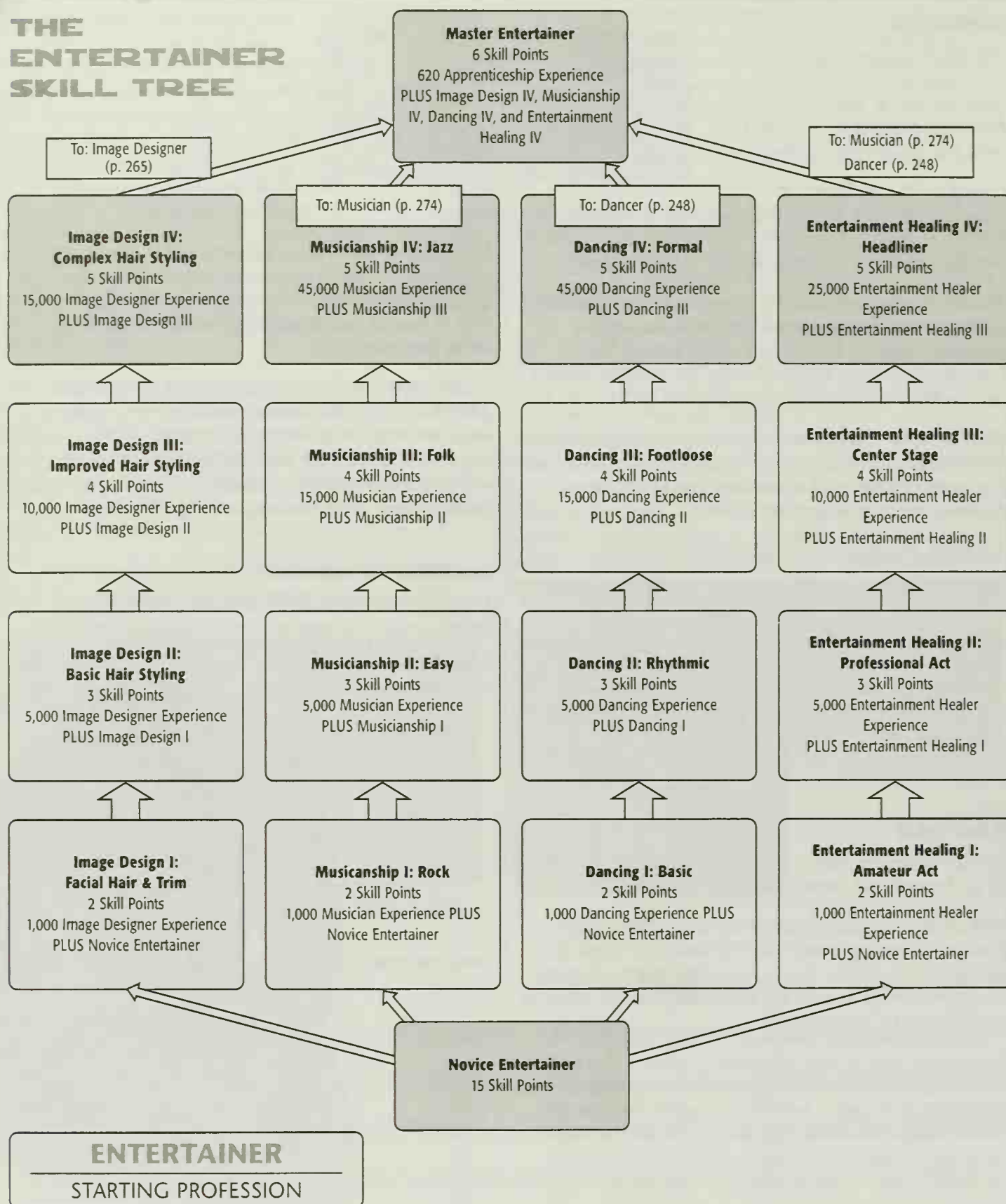
WHERE IT LEADS

The Entertainment profession can bring you to prominence as a one of three higher professions.

Elite Professions from Entertainer:

- Dancer (see p. 248)
- Image Designer (see p. 265)
- Musician (see p. 274)



THE
ENTERTAINER
SKILL TREE

Novice Entertainer

15 Skill Points

At the heart of the Entertainer profession is a sampling of several different disciplines: dancing, musicianship, and image designing. From here, the Entertainer can move to one of these disciplines and to specialize in it, or become more generalized with a wider range of entertainment skills.

SKILL MODS	VALUE
Wound Healing (Dancing)	+5
Wound Healing (Music)	+5
Music Knowledge	+5
Dance Knowledge	+5
Hair Styling	+1
Face Form	+1

COMMANDS & ABILITIES

Dancer
 Flourish 1 (Dance & Music)
 Flourish 2 (Dance & Music)
 Flourish 3 (Dance & Music)
 Flourish 4 (Dance & Music)
 Flourish 5 (Dance & Music)
 Flourish 6 (Dance & Music)
 Flourish 7 (Dance & Music)
 Flourish 8 (Dance & Music)
 Image Designer
 Musician
 Slitherhorn (Instrument)
 Start Dancing
 Start Music
 Basic (Dance)
 Rhythmic (Dance)
 StarWars1 (Song)
 Stop Dancing
 Stop Music
 Slitherhorn

Hairstyle Customization I

2 Skill Points

1,000 Image Designer Experience

Allows the Entertainer to customize additional species and hair types.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Hairstyle Customization II

3 Skill Points

5,000 Image Designer Experience

Allows the Entertainer to customize additional species and types of hair.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Hairstyle Customization III

4 Skill Points

10,000 Image Designer Experience

Allows the Entertainer to customize additional species and hair types.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Hairstyle Customization IV

5 Skill Points

15,000 Image Designer Experience

Title: Hairstylist

Allows the Entertainer to customize additional species and hair types.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Musicianship I

2 Skill Points

1,000 Musician Experience

Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

SKILL MODS	VALUE
Music Knowledge	+5

COMMANDS & ABILITIES

Fizz (Instrument)
 Rock (Song)

Musicianship II

3 Skill Points

5,000 Musician Experience

Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

SKILL MODS	VALUE
Music Knowledge	+5

COMMANDS & ABILITIES

StarWars2 (Song)
 aFizz

Musicianship III

4 Skill Points

15,000 Musician Experience

Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

SKILL MODS	VALUE
Music Knowledge	+5

COMMANDS & ABILITIES

Fanfar (Instrument)
 Folk (Song)

Musicianship IV

5 Skill Points

45,000 Musician Experience

Continues to grant the basic knowledge needed if one wishes to pursue the Musician profession.

SKILL MODS	VALUE
Music Knowledge	+10

COMMANDS & ABILITIES

Kloo Horn (Instrument)
 Star Wars3 (Song)

Dancing I

2 Skill Points

1,000 Dancing Experience

Continues to grant the basic knowledge needed to become a professional Dancer.

SKILL MODS	VALUE
Dance Knowledge	+5

COMMANDS & ABILITIES

Popular (Dance)

Dancing II

3 Skill Points

5,000 Dancing Experience

Continues to grant the basic knowledge needed to become a professional Dancer.

SKILL MODS VALUE

Dance Knowledge +5

COMMANDS & ABILITIES

Footloose (Dance)

Dancing III

4 Skill Points

15,000 Dancing Experience

Continues to grant the basic knowledge needed to become a professional Dancer.

SKILL MODS VALUE

Dance Knowledge +5

COMMANDS & ABILITIES

Poplock (Dance)

Dancing IV

5 Skill Points

45,000 Dancing Experience

Continues to grant the basic knowledge needed to become a professional Dancer.

SKILL MODS VALUE

Dance Knowledge +10

COMMANDS & ABILITIES

Formal (Dance)

Entertainment Healing I

2 Skill Points

1,000 Entertainer Healing Experience

Allows Entertainers to use their dancing or music ability to greater efficiency.

SKILL MODS VALUE

Wound Healing (Dancing) +5

Wound Healing (Music) +5

NO COMMANDS & ABILITIES

Entertainer Healing II

3 Skill Points

5,000 Entertainer Healing Experience

Allows Entertainers to use their dancing or music ability to greater efficiency.

SKILL MODS VALUE

Wound Healing (Dancing) +5

Wound Healing (Music) +5

NO COMMANDS & ABILITIES

Entertainer Healing III

4 Skill Points

10,000 Entertainer Healing Experience

Allows Entertainers to use their dancing or music ability to greater efficiency.

SKILL MODS VALUE

Wound Healing (Dancing) +5

Wound Healing (Music) +5

NO COMMANDS & ABILITIES

Entertainer Healing IV

5 Skill Points

25,000 Entertainer Healing Experience

Title: Apprentice Performer

Allows Entertainers to use their dancing and music ability to greater efficiency.

SKILL MODS VALUE

Wound Healing (Dancing) +5

Wound Healing (Music) +5

NO COMMANDS & ABILITIES

Master Entertainer

6 Skill Points

620 Apprenticeship Experience

The Master Entertainer has a strong knowledge of all forms of entertainment, and can move into specializing into one or more forms from the Master level.

SKILL MODS VALUE

Dance Knowledge +10

Music Knowledge +10

Wound Healing (Dancing) +10

Wound Healing (Music) +10

COMMANDS & ABILITIES

Mandovioli (Instrument)

MUSIC AND INSTRUMENTS LEARNED

SKILL LEVEL	SONG TITLE	INSTRUMENT
Novice Entertainer	Starwars1	Slitherhorn
Musicianship I	Rock	Fizz
Musicianship II	Starwars2	None
Musicianship III	Folk	Fanfar
Musicianship IV	Starwars3	Kloo horn
Master Entertainer	Ceremonial	Mandovioli

DANCES LEARNED

SKILL LEVEL	DANCE NAME
Novice Entertainer	Basic
Dancing I	Basic2
Dancing II	Rhythmic
Dancing III	Footloose
Dancing IV	Formal



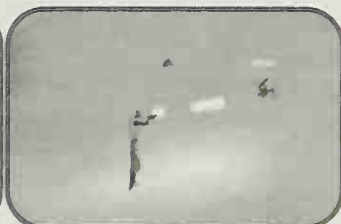
MARKSMAN

If you like the sound of blaster fire, the Marksman is the starting profession for you. While all starting characters have a bit of skill with a pistol, the Marksman focuses on ranged weapons, giving him bonuses in his firearm abilities.

A Marksman is a sturdy character. Her base attributes are weighted toward the physical characteristics.

The base Marksman's mental attributes are only higher than the Brawler's, but no other profession starts with a higher Action index, and only the Brawler has higher Health.

The path of the Marksman is filled with combat. You can use and master each of the three blaster types: pistol, carbine, and rifle. They represent short-, medium-, and long-range weapons. As you climb the skill tree, you gain bonuses to your accuracy and speed with each weapon.



(Upper Left) A pistol is for short range combat. (Above) Carbines do best at medium range. (Left) And rifles are your long-range tools.

MARKSMAN BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	1,000
Strength	450
Constitution	300
Action	800
Quickness	450
Stamina	300
Mind	600
Focus	300
Willpower	300

Be aware that you must use a weapon to raise your skill in that weapon.

In other words, to move to intermediate pistol skill you need to gain 1,000 Pistol Weapons Experience points. You get those by engaging in combat with a pistol. You can't use the pistol to raise your skill with a rifle.

SPECIES

The different species have their own pluses and minuses for each attribute.

Looking over the different choices you can make for Marksman, notice that the Bothans have terrific Quickness and Action scores. They pay for it with weak Strength and Constitution, but if you hunt with other players this isn't a problem. Zabrak are healthy and fast, their secondary stats aren't the best, but their primaries are impressive. Rodians have decent primary stats, though the secondaries aren't the best for Health and Mind. Twi'leks are well suited across the board to the blaster life, and don't discount the Humans or Wookiees.

The Trandoshans aren't well suited to the Marksman profession, being slow, and the Mon Calamaris take a beating in the appropriate attributes as well.

TIP

No matter what species you're playing, you can use the stat migration feature to move attribute points around. So, if you really want a Trandoshan Marksman, move some of those robust Health points over to Action.

MARKSMAN PROFESSION SPECIES STATS

SPECIES	HEALTH	STR	CON	ACTION	QUICK	STAM	MIND	FOCUS	WILLPOWER
Human	1,100	550	400	900	550	400	700	400	400
Bothan	1,000	450	300	1,100	750	400	700	400	400
Mon Calamari	1,000	450	300	800	450	450	900	600	450
Rodian	1,000	450	300	1,000	650	750	600	300	350
Trandoshan	1,250	750	700	800	450	300	600	300	400
Twi'lek	1,000	450	550	1,050	750	300	700	300	300
Wookiee	1,350	800	450	1,000	550	400	700	450	400
Zabrak	1,200	450	300	1,100	450	300	600	300	700
Ithorian	1,000	450	300	800	450	450	900	600	450
Sullustan	1,200	450	300	1,100	450	300	600	300	700

TACTICS

With a high Health and decent physical attributes, the Marksman can be a successful solo character for some time. With judicious choices on what creatures you attack and how you use your weapons, you can take on some hefty foes. Pistol skills can rise quickly if you go solo, because so many creatures close in on you during a fight. If you're headed for Pistol Specialist you can go it alone.

It is much easier to raise carbine and rifle skills while working with another player or a group. To use those two weapons most effectively, you need to keep a certain range from your target (examine your weapons to find out what their ideal range is). If you solo against most creatures, they close quickly to short range, which can force you to use a pistol.

When you work with another player, you can have her pull a target while you stay the desired range away from her, making your shots count and getting the fight over with quickly. Thus, teaming with



Lie flat and use your rifle to begin the fight.



Stay down and use your carbine when your enemy gets closer.



Rise to a kneeling posture and fire with your pistol to finish things off.

a Brawler is a good idea. He can stay close to the creature while you snipe from afar. Alternately, team with another Marksman and take turns pulling.

Pay attention to the "Ideal Range" statistic of your weapons. If you want to pull a creature to you, lie prone and fire a rifle shot from the ideal range for that weapon. As the creature rushes in, swap to your carbine when it's in range, then kneel and use your pistol for the toe-to-toe battle.

WHERE IT LEADS

The Marksman profession leads to more Hybrid professions than any other career, and a few Elite professions as well. Everyone needs to use a blaster, right?

Elite Professions from Marksman:

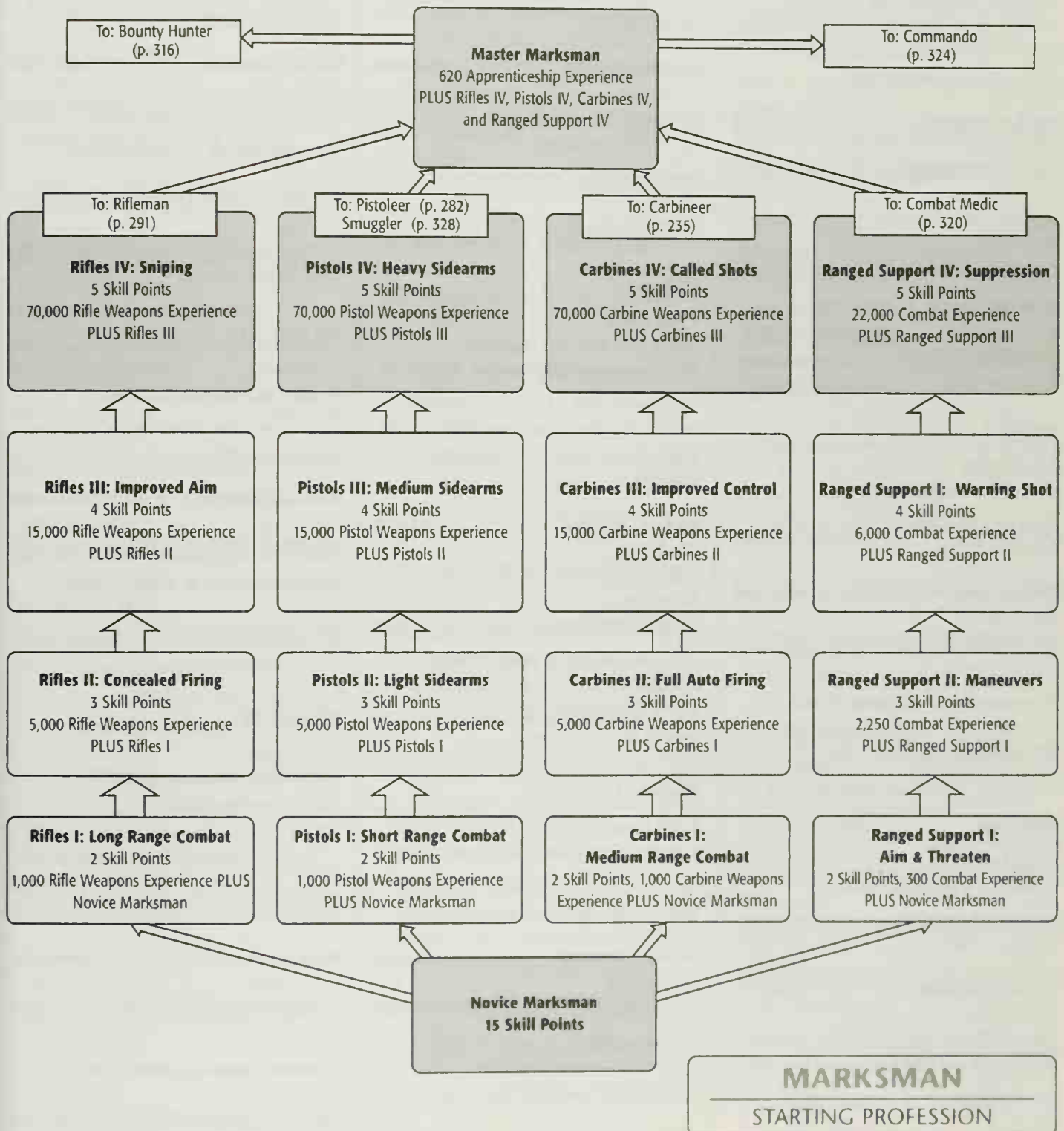
- Carbineer (see p. 235)
- Pistoleer (see p. 282)
- Rifleman (see p. 291)

Hybrid Professions from Marksman:

- Bounty Hunter (see p. 316)
- Commando (see p. 324)
- Smuggler (see p. 328)
- Squad Leader (see p. 333)
- Combat Medic (see p. 320)



THE MARKSMAN SKILL TREE



Novice Marksman

15 Skill Points

The Novice Marksman gains a baseline knowledge of most firearms, as well as understanding a few basic special maneuvers with ranged weapons.

SKILL MODS	VALUE
Carbine Speed	+5
Carbine Accuracy	+10
Rifle Speed	+5
Rifle Accuracy	+10
Pistol Speed	+5
Pistol Accuracy	+10

COMMANDS & ABILITIES

Overcharge Shot 1	DH17 Carbine Certif.
Point Blank Area 1	D18 Pistol Certification
Point Blank Single 1	DLT20 Rifle Certification

Rifles I

2 Skill Points

1,000 Rifle Weapons Experience

Teaches the Marksman to effectively handle a rifle.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Speed	+5
Rifle Concealment Chance	+5

COMMANDS & ABILITIES

Head Shot 1
DLT20A Rifle Certification
Tusken Rifle Certification

Rifles II

3 Skill Points

5,000 Rifle Weapons Experience

Improves the Marksman's ability to use a rifle.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Speed	+5
Rifle Concealment Chance	+5

COMMANDS & ABILITIES

Take Cover
Laser Rifle Certification
SG82 Rifle Certification

Rifles III

4 Skill Points

15,000 Rifle Weapons Experience

Improves the Marksman's ability to use a rifle.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Speed	+5
Rifle Concealment Chance	+5

COMMANDS & ABILITIES

Head Shot 2
Spray Stick Certification

Rifles IV

5 Skill Points

70,000 Rifle Weapons Experience

Title: Apprentice Sharpshooter

Improves the Marksman's ability to use a rifle to a masterful level, and allows them to become a Rifleman.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Speed	+5
Ranged Defense	+2
Rifle Concealment Chance	+5

COMMANDS & ABILITIES

Mind Shot 1
E11 Rifle Certification
Jawa Ion Rifle Certification

Pistols I

2 Skill Points

1,000 Pistol Weapons Experience

Teaches the Marksman to effectively handle a pistol.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+5

COMMANDS & ABILITIES

Body Shot 1DL44 Pistol Certification
DL44 Metal Pistol Certification

Pistols II

3 Skill Points

5,000 Pistol Weapons Experience

Improves the Marksman's ability to use a pistol.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+5

COMMANDS & ABILITIES

Dive Shot
Kip Up Shot
Roll Shot
DH17 Pistol Certification
Scout Blaster Certification

Pistols III

4 Skill Points

15,000 Pistol Weapons Experience

Improves the Marksman's ability to use a pistol.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+5

COMMANDS & ABILITIES

Body Shot 2
Power 5 Pistol Certification
Striker Pistol Certification

Pistols IV

4 Skill Points

70,000 Pistol Weapons Experience

Title: Apprentice Gunfighter

Improves the Marksman's ability to use a pistol to a masterful level, and allows them to become a Pistoleer.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+5
Ranged Defense	+2

COMMANDS & ABILITIES

Health Shot 1
FWG5 Pistol Certification
Tangle Pistol Certification
SR Combat Pistol Certification

Carbines I

2 Skill Points

1,000 Carbine Weapons Experience

Teaches the Marksman the basics of effectively handling a carbine.

SKILL MODS	VALUE
Carbine Speed	+5
Carbine Accuracy	+10

COMMANDS & ABILITIES

Leg Shot 1
DH17 Snubnose Carbine Certification

Carbines II

3 Skill Points

5,000 Carbine Weapons Experience

Improves the Marksman's ability to use a carbine.

SKILL MODS	VALUE
Carbine Speed	+5
Carbine Accuracy	+10

COMMANDS & ABILITIES

Full Auto Single 1
E11 Carbine Certification

Carbines III

4 Skill Points

15,000 Carbine Weapons Experience

Improves the Marksman's ability to use a carbine.

SKILL MODS	VALUE
Carbine Speed	+5
Carbine Accuracy	+10

COMMANDS & ABILITIES

Leg Shot 2
Laser Carbine Certification

Carbines IV

5 Skill Points

70,000 Carbine Weapons Experience

Title: Apprentice Carbine Specialist

Improves the Marksman's ability to use a carbine to a masterful level, and allows them to become a Carbineer.

SKILL MODS	VALUE
Carbine Speed	+5
Carbine Accuracy	+10
Ranged Defense	+2

COMMANDS & ABILITIES

Action Shot 1
DXR6 Carbine Certification
EE3 Carbine Certification

Ranged Support I

2 Skill Points

300 Combat Experience

Conveys special commands and abilities unavailable to any other profession. Many of the secrets of effective ranged combat begin here, with the tactical use of these abilities.

SKILL MODS	VALUE
Ranged Defense	+2
General Ranged Aiming	+10

COMMANDS & ABILITIES

Aim
Threaten Shot

Ranged Support II

3 Skill Points

2,250 Combat Experience

Conveys more special commands and abilities unavailable to any other profession.

SKILL MODS	VALUE
Melee Defense	+2
General Ranged Aiming	+10

COMMANDS & ABILITIES

Tumble to Kneeling
Tumble to Prone
Tumble to Standing

Ranged Support III

4 Skill Points

6,000 Combat Experience

Conveys further use of special commands and abilities unavailable to any other profession.

SKILL MODS	VALUE
Ranged Defense	+2
General Ranged Aiming	+5

COMMANDS & ABILITIES

Warning Shot

Ranged Weapon Support Ability Specialist

5 Skill Points

22,000 Combat Experience

Title: Guardsman

Conveys the highest of the specialized commands and abilities to the Marksman profession, and will allow a Marksman to become more efficient overall.

SKILL MODS	VALUE
Alertness	+10
Ranged Defense	+2
General Ranged Aiming	+5

COMMANDS & ABILITIES

Suppression Fire 1

Master Marksman

6 Skill Points

620 Apprenticeship Experience

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+5
Rifle Accuracy	+10
Rifle Speed	+5
Carbine Accuracy	+10
Carbine Speed	+5
Ranged Defense	+5

COMMANDS & ABILITIES

Overcharge Shot 2

MEDIC

The galaxy is a dangerous place. Accidents happen, as do huge battles and rough fights. While a Medic isn't useless in a fight, he or she really rolls up his or her sleeves and gets to work when it's all over. When wounds must be tended to and hurts healed, the Medic is everyone's best friend.

The Medic profession has an interesting mix of physical and mental attributes. It is one of the most useful classes in *Star Wars Galaxies*. Almost every other combat class — and quite a few non-combat classes — have some form of training in the medical field. It's just too useful of a skill to pass up. Plus, the elite Doctor profession lets players buff their own stats (but requires you to become a Master Medic first).

Here are a few tips for anyone interested in becoming a Master Medic:

- If you've already established yourself in the game and have the time and effort to spare, there are a couple of options you have to power through the Medic class fairly quickly. Unfortunately, it comes down to three words: Heal, Heal and Heal.... as much as possible. You only earn experience for healing someone else, so take a new character out and feel free to show him or her the ropes. You can probably get Medic experience and some apprenticeship experience out of it as well.

MEDIC BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	600
Strength	300
Constitution	300
Action	700
Quickness	300
Stamina	300
Mind	1,000
Focus	500
Willpower	500

- Alternately, you can try to hang around in a cantina and heal Dancers and Musicians. They use action at a fairly predictable rate. Either way, you should be able to acquire the medical experience you need in short order.
- If you're planning on making Medic your main career choice, there are some different options. Yes, you can use the above methods to further your medical career; however, you'll also need to master the organic chemistry field. This field allows you to experiment on your medical stimpacks, resulting in more efficient, more practical stimpacks. Ideally, try to get your organics up to level 4 first and then work on the other skill trees. The reason for this is two-fold — the more you heal, the more experience you get. Second, you can sell your high-end stimpacks for some much-needed money.
- One last thing to remember — if a player can't tip or pay due to lack of credits, try asking for organic materials instead. Hides, bones and meat are all consumed when you create stimpacks. Some minerals are also used, although at a much lower amount than the organics.

The Medic's primary attributes are well spread out. While there's the obvious weight to the Mind stat, the Health and Action numbers aren't weak. The secondary attributes are low, which is a clue to keep your Medic from the forefront of a scuffle.

TIP

The difference between an injury and a wound is as follows: an injury is temporary damage to your health, action or mind pool, while a wound is a permanent injury that can only be healed with special healing stimpacks.

MEDIC PROFESSION SPECIES STATS

SPECIES	HEALTH	STR	CON	ACTION	QUICK	STAM	MIND	FOCUS	WILLPOWER
Human	700	400	400	800	400	400	1,100	600	600
Bothan	600	300	300	1,000	600	400	1,100	600	500
Mon Calamari	600	300	300	700	300	450	1,300	800	650
Rodian	600	300	300	900	500	750	1,000	500	550
Trandoshan	850	600	700	700	300	300	1,000	500	600
Twi'lek	800	300	600	1,050	700	400	800	350	400
Wookiee	950	650	450	900	400	400	1,100	650	600
Zabrak	800	300	300	1,000	300	300	1,000	500	900
Ithorian	600	300	300	700	300	450	1,300	800	550
Sullustan	800	300	300	1,000	300	300	1,000	500	800

When you use your Medic skills to heal other players (or yourself) your Mind attribute (and its secondary attributes) take the hit. Thus, the robust mental stats of the Medic make it easier to heal a lot.

Three of the Medic skill tree branches are based on Medical Experience points, gained through healing others. The fourth branch is all about crafting medicines. You need organic resources to make med-packs, action wound packs, and stimpacks. Using the crafting tool (see the "Crafting" chapter for more information) you can then fashion potent medicines for use on wounded characters.

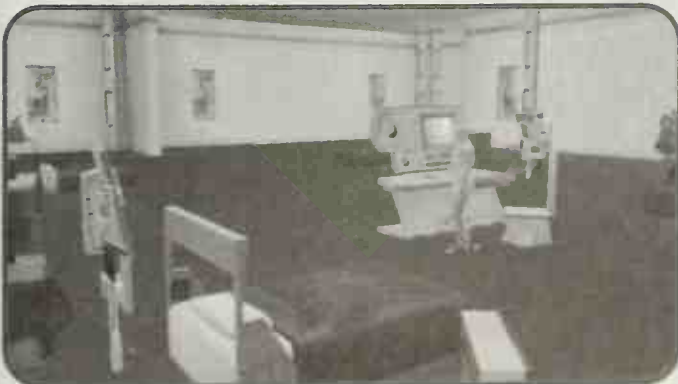
Players may be tempted to get Novice Medic skills to heal themselves. This isn't a bad idea, but don't discount the Elite and Hybrid professions available to the committed Medic. Combat Medic, for one, is a highly sought-after character for groups and large battles.

The best place for a Medic to build up experience is in the hospital of a thriving city. Simply stand there and you'll soon be surrounded by wounded supplicants, willing to wait for your attention.

SPECIES

The different species have their own pluses and minuses for each attribute.

Wookiees have a serious advantage over the other species. Not only are the Wookiee Medic primary attributes high, but the secondary attributes are nothing to sneeze at. Think Wookiee Combat Medic or Bio-Engineer. The Zabrak have impressive primaries as well, though the secondary stats are weak. Rodians fare well in the Mind stat, though their Focus and Willpower are not the best.



As a Medic, the hospital becomes your home away from home.

For sheer brain power, though, you can't beat the Mon Calamari. If you're interested in becoming a Doctor, rather than going out into the field, the amphibians are your best bet. Twi'leks have a less than stellar Mind rating. Think Combat Medic or Bio-Engineer with those characters. Humans and Bothans are modest contenders in the numbers, and you can do fine as a Medic with either species.

NOTE

You can use the stat migration feature to move attribute points. You can shore up weaknesses, though at the expense of some strengths. Once you get everything where you want, though, you'll have to visit a Master Image designer to have the actual stats moved.

TACTICS

It may seem to you that tactical thinking wouldn't apply to a healer. You'd be wrong. A Medic is a potent ally to have in the field, and no group should venture out without one in tow. So, as a Medic, you should understand your place in the group dynamic.

Have medicines with you before you set out on a group expedition. You can make some as you go, but have some on hand to start. Load stimpacks into your tool bar so that, in the heat of a fight, you can heal damaged comrades with a keystroke. Do not take point! Let a tougher character take that responsibility. When the fighting starts, attack the target, then click on your point-man and keep track of his HAM bars. When they get low, hit him with a stimpack. Keep him from getting incapacitated.



You're the guardian angel of the group. Keep people on their feet as you fight.

Another thing to consider with a Medic is to acquire Novice Scout skills. That way you can extract organic resources from defeated creatures, which you can then craft into medical supplies.

If you're not interested in being out in the grit and dirt of the field, you can obtain organics by making it known that you will trade healing for organic material. There will be many Scouts with an abundance of meat, bone, and hide, and a lot of wounds that need attention. You can come to an understanding.



NOTE

Don't feel bad about asking for payment for your services. You get experience for healing others, but it also costs credits to get training. If you're spending all your time in the hospital healing, then you have every right to ask for tips and/or items in return for medical attention.

Finally, think about your future. Our suggestion? Think about Combat Medic. Imagine how useful a gun-toting healer will be to a group. Having Marksman skills and getting your hands dirty in the wilderness gain the respect of your fellow players, as well as keep you in demand for hunting parties, Player Associations, and factions.

But there's also Image Designer, which has its own intriguing possibilities. The Medic is versatile and useful.

Medic Profession researched by Marc Quesnel.

WHERE IT LEADS

As a Medic, you can go in some interesting directions. You can devote yourself to healing full-time, or cross over into the more active aspects of galaxy life.

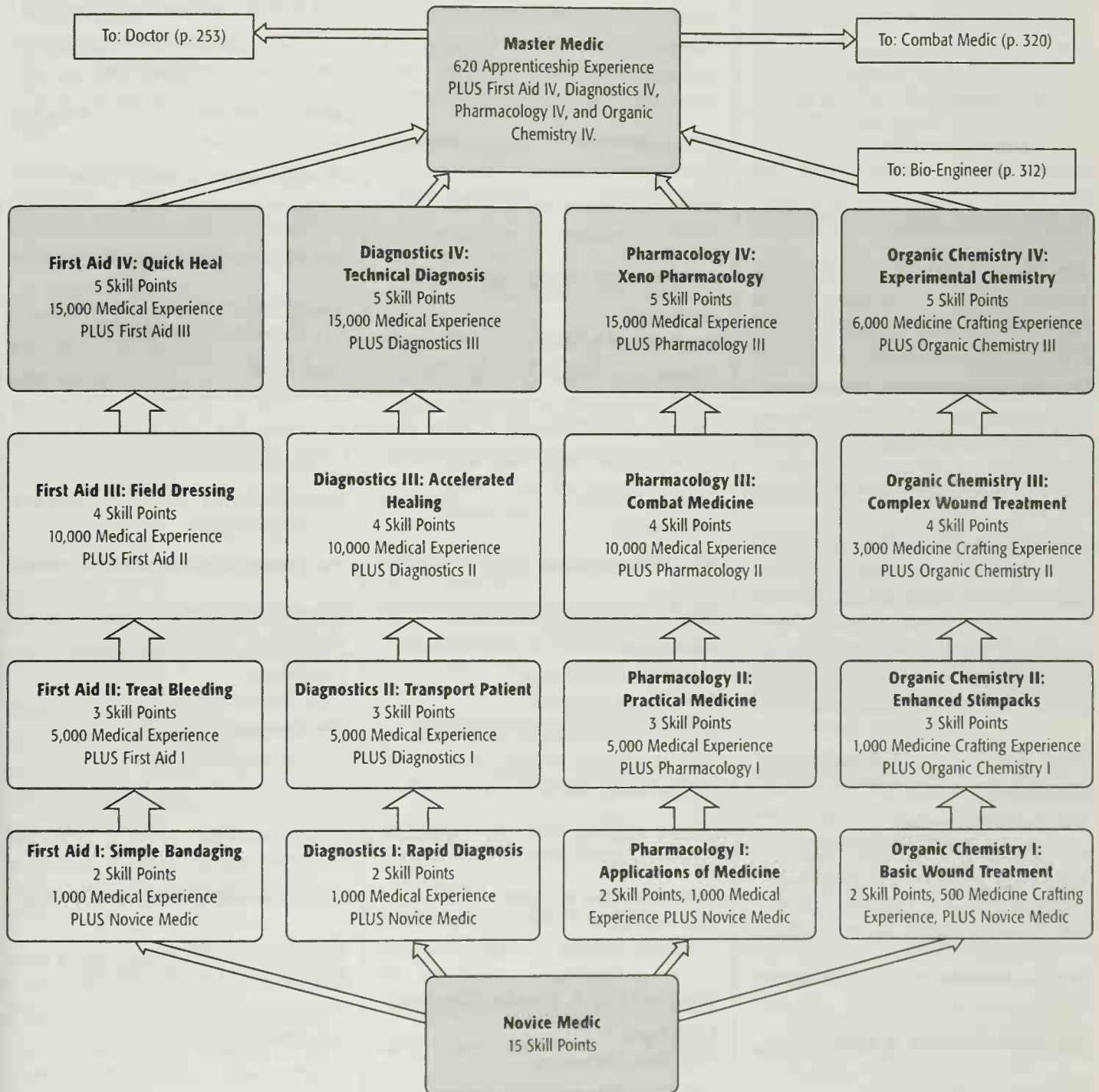
Elite Professions from Medic:

- Doctor (see p. 253)

Hybrid Professions from Medic:

- Bio-Engineer (see p. 312)
- Combat Medic (see p. 320)

THE MEDIC SKILL TREE



MEDIC
STARTING PROFESSION

Novice Medic

15 Skill Points

A Novice Medic can heal light wounds and apply medical treatment in the field. Additionally, the Novice Medic is granted a modest amount of crafting ability to create their field medicines.

SKILL MODS	VALUE
Injury Treatment	+5
Wound Treatment	+5
Medicine Use	+5
Injury Treatment Speed	+5
Medicine Assembly	+10
Medicine Experimentation	+10
Medical Foraging	+10

COMMANDS & ABILITIES

Biological Effect Controller (for advanced stim packs)
Food and Chemical Crafting Tool
Liquid Suspension (for advanced stim packs)
Small Stimpack A (basic stim pack)
Diagnose
Heal Damage (basic stim kits, heal general damage)
Heal Wound (basic stim kits, heal ham wounds)
Medical Forage (Forage for medical components.)
Tend Damage (Heal damage without a kit, but gain a few small wounds in the process.)
Tend Wound (Heal a wound without a kit. Again, you gain some small wounds for this.)

First Aid I: Simple Bandaging

2 Skill Points

1,000 Medical Experience

Injury healing techniques allow a Medic the ability to use improved medicines, and to realize more of the potential within each medicine.

SKILL MODS	VALUE
Injury Treatment	+15

NO COMMANDS & ABILITIES

First Aid II: Treat Bleeding

3 Skill Points

5,000 Medical Experience

Advanced injury healing conveys the ability to use improved medicines, and to realize more of the potential within each medicine.

SKILL MODS	VALUE
Injury Treatment	+15

COMMANDS & ABILITIES

First Aid

First Aid III: Field Dressing

4 Skill Points

10,000 Medical Experience

Expert injury healing conveys to a Medic the ability to use improved medicines, and to realize more of the potential within each medicine.

SKILL MODS	VALUE
Injury Treatment	+15

NO COMMANDS & ABILITIES

First Aid IV: Quick Heal

5 Skill Points

15,000 Medical Experience

Title: Field Stabilizer

Conveys the ability to use improved medicines with more knowledge of the potential within each medicine.

SKILL MODS	VALUE
Injury Treatment	+25

COMMANDS & ABILITIES

Quick Heal (Heal without the use of a stimpack, but take 10 focus damage every time you use.)

Diagnostics I: Rapid Diagnosis

2 Skill Points

1,000 Medical Experience

Improves the rate at which a Medic can heal damage.

SKILL MODS	VALUE
Injury Treatment Speed	+15

NO COMMANDS & ABILITIES

Diagnostics II: Transport Patient

3 Skill Points

5,000 Medical Experience

Improves the rate at which a Medic can heal damage.

SKILL MODS	VALUE
Injury Treatment Speed	+15

COMMANDS & ABILITIES

Drag Incapacitated Player (Only command in the game that supports dragging another player to a safer healing location.)

Diagnostics III: Accelerated Healing

4 Skill Points

10,000 Medical Experience

Improves the rate at which a Medic can heal damage.

SKILL MODS	VALUE
Injury Treatment Speed	+15

NO COMMANDS & ABILITIES

Diagnostics IV: Technical Diagnosis

5 Skill Points

15,000 Medical Experience

Title: Emergency Technician

Further improves the rate at which a Medic can heal damage.

SKILL MODS	VALUE
Injury Treatment Speed	+25

NO COMMANDS & ABILITIES

Pharmacology I: Application of Medicine

2 Skill Points

1,000 Medical Experience

Intermediate medical techniques improve the Medic's overall ability in a variety of Medic-related skills.

SKILL MODS	VALUE
Medicine Use	+5
Medical Foraging	+15

NO COMMANDS & ABILITIES

Pharmacology II: Practical Medicine

3 Skill Points

5,000 Medical Experience

Advanced medical techniques improve the Medic's overall ability in a variety of Medic-related skills.

SKILL MODS	VALUE
Medicine Use	+10
Medical Foraging	+15

NO COMMANDS & ABILITIES

Pharmacology III: Combat Medicine

4 Skill Points

10,000 Medical Experience

Expert medical techniques improve the Medic's overall ability in a variety of Medic-related skills.

SKILL MODS	VALUE
Medicine Use	+10
Medical Foraging	+15

NO COMMANDS & ABILITIES

Pharmacology IV: Xeno Pharmacology

5 Skill Points

15,000 Medical Experience

Title: First Responder

Improves the Medic's overall ability in a variety of Medic-related skills.

SKILL MODS	VALUE
Medicine Use	+10
Medical Foraging	+20

NO COMMANDS & ABILITIES

Organic Chemistry I: Basic Wound Treatment

2 Skill Points

500 Medicine Crafting Experience

Intermediate medicine crafting allows the Medic to construct his own medicines and stimpacks

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Action Wound Medpack A
Health Wound Medpack A

Organic Chemistry II: Enhanced Stimpacks

3 Skill Points

1,000 Medical Crafting Experience

Advanced medicine crafting allows the Medic to construct his own medicines.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Chemical Release Duration Mechanism (component for advanced stimpacks)
Solid Delivery Shell (component for advanced stimpacks)
Small Stimpack (replaces Small Stimpack A ability)

Organic Chemistry III: Complex Wound Treatment

4 Skill Points

3,000 Medicine Crafting Experience

Expert medicine crafting allows the Medic to construct his own medicines.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Action Wound Medpack B
Constitution Wound Medpack A
Health Wound Medpack B
Quickness Wound Medpack A

Stamina Wound Medpack A

Strength Wound Medpack A

Removes Action Wound Medpack A ability

Removes Health wound Medpack A ability

Organic Chemistry IV: Experimental Chemistry

5 Skill Points

6,000 Medicine Crafting Experience

Title: Stimpack Chemist

Medicine Specialist allows the Medic to construct his own medicines.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Advanced Biological Effects Controller
Advanced Chemical Release Duration Mechanism
Advanced Liquid Suspension
Advanced Solid Delivery Shell
Constitution Wound Medpack B (replaces Constitution Wound Medpack A ability)
Quickness Wound Medpack B (replaces Quickness Wound Medpack A ability)
Small Stimpack C
Stamina Wound Medpack B (replaces Stamina Wound Medpack A ability)
Strength Wound Medpack B (replaces Strength Wound Medpack A ability)

Master Medic

6 Skill Points

620 Apprenticeship Experience

The Master Medic completes his or her education in crafting and medicines in the field. From here, the Master Medic is one of the requirements to explore several Elite and Hybrid professions.

SKILL MODS	VALUE
Injury Treatment	+25
Medicine Use	+10
Medical Foraging	+25

COMMANDS & ABILITIES

Small Stimpack D (best healing stimpack available to Medics)

SCOUT

Living a life somewhere between Wildman and hermit, Scouts earn their keep as self-imposed outcasts. Solitary by nature, Scouts choose their paths either because of an affinity for animals or as an aversion to authority. Little is known why Scouts have chosen the path they walk on, least of all the Scouts themselves, it just seems to fit them best.



Setting up camp is an important Scout skill.

Should you decide to become a Scout yourself, you can expect to learn how to live off the land. Some of which include learning how to hunt, trap and harvest animals, move undetected through the wilderness, and prepare camps that have almost the same luxuries as the very cities you have forsaken.

Scouts have well balanced attributes as a result of their self reliance. Typically their constitution is a bit higher for faster regeneration, as is their action to compensate for the lack of chances to rest.

SCOUT BASE ATTRIBUTES

ATTRIBUTE	VALUE
Health	800
Strength	300
Constitution	350
Action	800
Quickness	400
Stamina	400
Mind	700
Focus	350
Willpower	400

Of all the starting professions, the Scout does not have the lowest in any attribute category. It's an evenly spread career, with points allocated evenly over Health, Action, Mind, and Willpower. A Scout must be balanced.

Scouts are adapted to the wilderness. The skills you learn as a Scout reflect that. The four paths you can take teach you to move over all types of terrain easily, build traps to capture or immobilize animals, extract a lot of



Resources extracted from your prey can be used to craft items.

organic material from defeated creatures, and set up shelter when you're far from civilization.

SCOUT SPECIES MODS

SPECIES	MODIFIER	VALUE
Bothan	Camouflage	+15
	Cover	+10
Wookiee	Trapping	+10
	Creature Taming Bonus	+10
	Rescue	+10
Trandoshan	Creature Harvesting	+10
Ithorian	Creature Taming Bonus	+10
Sullustan	Trapping	+10
	Creature Harvesting	+10

SPECIES

The different species have their own pluses and minuses for each attribute.

As mentioned earlier, the Scout is a well-rounded profession with emphasis spread over Health, Action, Mind, and Willpower. Several species have what it takes to make a good

SCOUT PROFESSION SPECIES STATS

SPECIES	HEALTH	STR	CON	ACTION	QUICK	STAM	MIND	FOCUS	WILLPOWER
Human	900	400	450	900	500	500	800	450	500
Bothan	800	300	350	1,100	700	500	800	450	400
Mon Calamari	800	300	350	800	400	550	1,000	650	550
Rodian	800	300	350	1,000	600	850	700	350	450
Trandoshan	1,050	600	750	800	400	400	700	350	500
Twi'lek	800	300	600	1,050	700	400	800	350	400
Wookiee	1,150	650	500	1,000	500	500	800	500	500
Zabrak	1,000	300	350	1,100	400	400	700	350	800
Ithorian	800	300	350	800	400	550	1,000	650	550
Sullustan	1,000	300	350	1,100	400	400	700	350	800



A trap can help catch a pesky creature.

Scout. When it comes to a choice, the various mods may make the decision for you. Think about what Elite profession you may head to. If it's Creature Handler, Wookiee is a good species to use. For sneaking around, the Bothan is a good choice. Twi'lek are easy to overlook, but their stats make them suited to the Scout life.

The Trandoshans are slow, but that doesn't cancel out their other, more impressive numbers. Plus they have a harvesting mod to facilitate harvesting organic resources from beasts. Mon Calamari are the ones that are least suited to the rough life of a Scout.

TIP

You can use the stat migration feature to move Attribute Points. So, if you want a Trandoshan Scout, shift some of that Constitution and Strength to Quickness and Stamina.

TACTICS

As Scout dependency for cities lessens, those scouts who choose self reliance typically choose the Marksman and Medic professions to augment their own skills. Some even go so far as to learn Artisan and Entertainer as well. After all, it gets boring sitting out there by yourself. Why not learn how to sing and dance? While you're at it, why should you have to rely on someone else to make your blaster rifle for you? Didn't you do a pretty decent job on that camp over there? As you gain in experience, you can always drop the skills you use less in favor of the

ones you want to, or will be eventually getting.

Scouts, like other professions, gain experience through the use of their skills. To become better at Trapping, use traps. Many traps created by Scouts have a cumulative effect on creatures. The more you use the more experience you get. To become better at Camping, make and use camps more frequently. The more wounds that are healed by medics, or entertainers, the more experience you will get. To gain experience in Scouting, initially your advancement will come from Harvesting Creatures, where later on can be had from simply exploring.

Others will begin to understand your lack of reliance on city life shortly after their first stay in one of your camps. Wounds and damage to all three HAM bars can be fully recovered in one of your camps. Your more advanced camps can provide some measure of security for the group needing a break from the action, and a bonus to the medic healing ability.

Scout Profession researched by Dave Herrod.

WHERE IT LEADS

Scouts have several options available to them on, or before, becoming a Master Scout. Those with an affinity for animals have two choices available to them: Creature Handlers befriend wild beasts; Bio-Engineers genetically create and enhance those creatures found in the wild. Scouts who opt to become Squad Leaders find their squad based abilities can make any good group into a great group. If hunting creatures isn't enough of a challenge, perhaps Bounty Hunter is the path for you. But, if being a Scout was all you wanted to do in the first place, then becoming a Ranger should be your natural choice.

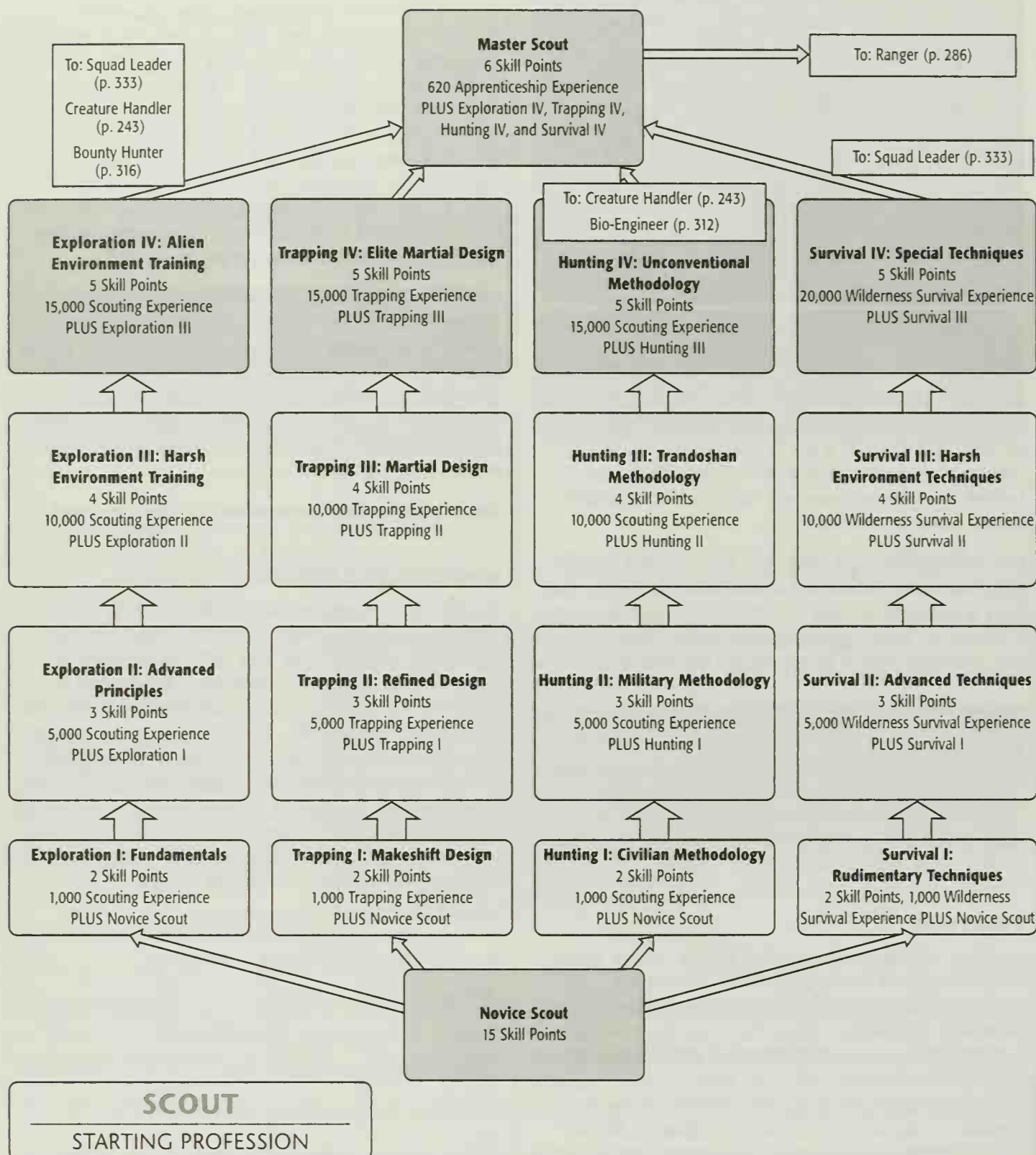
Elite Professions from Scout:

- Creature Handler (see p. 243)
- Ranger (see p. 286)

Hybrid Professions from Scout:

- Squad Leader (see p. 333)
- Bounty Hunter (see p. 316)
- Bio-Engineer (see p. 312)

THE SCOUT SKILL TREE



Novice Scout

15 Skill Points

Basic Scout training involves learning the fundamentals of exploration, trapping, hunting, and wilderness survival. A Novice Scout is capable of constructing a simple shelter and can harvest basic resources from organic creatures.

SKILL MODS	VALUE
Trapping	+5
Camping	+5
Creature Knowledge	+5
Creature Harvesting	+15

COMMANDS & ABILITIES

Basic Camp Kit
Lecepanine Dart
Wire Mesh Trap

Exploration I: Fundamentals

2 Skill Points

1,000 Scouting Experience

Involves the study of basic hard terrain negotiations. This skill reduces the speed penalty for climbing hills. Eventually, this penalty can be reduced to zero, making experienced Scouts capable of climbing hills as quickly as they can run.

SKILL MODS	VALUE
Terrain Negotiation	+20

NO COMMANDS & ABILITIES

Exploration II: Advanced Principles

3 Skill Points

5,000 Scouting Experience

Furtheres the Scout's study of terrain negotiations. This skill involves military level training, imparting an even greater bonus for climbing hills. The Scout also learns basic camouflage techniques, granting him or her the ability to use musks to mask his or her scent. The Scout may then approach some aggressive creatures without fear of being attacked.

SKILL MODS	VALUE
Burst Run Efficiency	+20
Mask Scent	+20

COMMANDS & ABILITIES

Mask Scent

Exploration III: Harsh Environment Training

4 Skill Points

10,000 Scouting Experience

A Scout learns the techniques necessary to negotiate extremely harsh environments such as snow-capped peaks or dense jungle. This training further reduces the movement penalty for climbing hills. The Scout also increases her ability to hide herself from the attention of aggressive creatures.

SKILL MODS	VALUE
Terrain Negotiations	+20
Mask Scent	+20

NO COMMANDS & ABILITIES

Exploration IV: Alien Environment Training

5 Skill Points

15,000 Scouting Experience

Title: Explorer

This is the most difficult form of terrain negotiation training a Scout can undergo. During this rigorous process, the Scout learns how to move effectively in alien environments such as low gravity, vacuum, and corrosive atmosphere. At this skill level, a Scout is capable of moving up even the steepest slopes quite quickly. The Scout also learns advanced methods for interacting safely with aggressive creatures, increasing the effectiveness of his or her scent-masking ability.

SKILL MODS	VALUE
Burst Run Efficiency	+20
Mask Scent	+30

NO COMMANDS & ABILITIES

Trapping I: Makeshift Design

2 Skill Points

1,000 Trapping Experience

The discipline of trapping is as old as the Scouting profession. Whether the Scout is setting a trap for his evening meal or for an encroaching enemy force, the principles are the same. Makeshift trap design involves building simple traps out of available resources.

SKILL MODS	VALUE
Trapping	+5

COMMANDS & ABILITIES

Sharp Bone Spur
Glow-Juice Trap



Trapping II: Refined Design

3 Skill Points

5,000 Trapping Experience

This represents a continuing evolution in the Scout's understanding of mechanics and animal behavior. At this skill level, the Scout may draw upon field knowledge to create more effective devices.

SKILL MODS VALUE

Trapping +5

COMMANDS & ABILITIES

Noise Maker

Stink Bomb

Trapping III: Martial Design

4 Skill Points

10,000 Trapping Experience

Involves the Scouts integrating modern military theory into their trap design and creation process. From this point forward, the Scout's traps become more lethal and more extreme in their effects.

SKILL MODS VALUE

Trapping +5

COMMANDS & ABILITIES

Pneumatic Dart

Glow-Wire Trap

Trapping IV: Elite Martial Design

5 Skill Points

15,000 Trapping Experience

Title: Trapper

The Scout of this level designs traps that are the envy of military forces throughout the galaxy. She could be a weapons designer if her interest did not direct her toward wilderness and wild creatures. The Scout's traps have become creative and effective.

SKILL MODS VALUE

Trapping +10

COMMANDS & ABILITIES

Adhesive Mesh

Hunting I: Civilian Methodology

2 Skill Points

1,000 Scouting Experience

A Scout who learns civilian hunting methodology understands the basics of game hunting. This skill imparts a fundamental knowledge of organic life, as well as techniques for harvesting organic resources from such creatures.

SKILL MODS VALUE

Creature Knowledge +5

Creature Harvesting +5

NO COMMANDS & ABILITIES

Hunting II: Military Methodology

3 Skill Points

5,000 Scouting Experience

Enhances hunting knowledge by teaching the Scout to integrate techniques employed by military special forces. The Scout also undergoes an intensive study of common organic life-forms. The result is an increased ability to harvest organic resources as well as a greater understanding of creature capabilities.

SKILL MODS VALUE

Creature Knowledge +10

Creature Harvesting +10

Creature To-Hit Bonus +10

NO COMMANDS & ABILITIES

Hunting III: Trandoshan Methodology

4 Skill Points

10,000 Scouting Experience

This is an extremely advanced form of hunting developed by the predatorial Trandoshan species. The Scout learns how to maximize resources gathering and creature identification using time-tested techniques.

SKILL MODS VALUE

Creature Knowledge +10

Creature Harvesting +5

NO COMMANDS & ABILITIES



Hunting IV: Unconventional Methodology

5 Skill Points

15,000 Scouting Experience

Title: Hunter

This represents the Scout integrating her own personal experience with book-learned knowledge. The Scout has invented and mastered ways of handling creatures of which his or her peers may be unaware. The capability imparts a high ability to harvest organic resources and identify creature statistics.

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10

NO COMMANDS & ABILITIES

Survival I: Rudimentary Techniques

2 Skill Points

1,000 Wilderness Survival Experience

Includes the study of basic field survival methods used by civilian game hunters. This allows the Scout to construct improved shelters. The Scout also learns basic ways of identifying and gathering edible resources.

SKILL MODS	VALUE
Camping	+5
Foraging	+5

COMMANDS & ABILITIES

Forage

Survival II: Advanced Techniques

3 Skill Points

5,000 Wilderness Survival Experience

Elevates the Scout's understanding of safe shelter construction as well as wild resources gathering. The Scout's camps become secure, gaining the ability to repel creature incursion.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES

Multiperson Camp Kit

Survival III: Harsh Environment Techniques

4 Skill Points

10,000 Wilderness Survival Experience

A Scout who studies harsh environment techniques is more capable of building beneficial camps. At this skill level, the Scout's camps not only allow faster healing, but also repel more powerful creatures. The Scout also becomes more skilled at gathering wild resources and now can find two foraged items in a single attempt.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

NO COMMANDS & ABILITIES

Survival IV: Special Techniques

5 Skill Points

20,000 Wilderness Survival Experience

Title: Survivalist

This skill involves the Scout learning planet-specific and region-specific survival methods that heighten his camp construction and foraging abilities. At this skill level, the Scout's camps become secure, having a good chance of repulsing aggressive creatures.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES

Improved Camp Kit

Master Scout

6 Skill Points

620 Apprenticeship Experience

A Master Scout has learned the techniques of surviving in the rough and has gained many insights into the nature of interacting with wildlife. At the Master level, a Scout gains the ability to forage up to three items in a single attempt. Master Scouts may continue their studies by becoming Rangers, Squad Leaders, or Creature Handlers. Alternately, a Master Scout may become a Rancher.

SKILL MODS	VALUE
Terrain Negotiations	+10
Burst Run Efficiency	+10
Camping	+10
Foraging	+10
Creature Knowledge	+10
Creature Harvesting	+5
Camouflage	+20
Trapping	+20

NO COMMANDS & ABILITIES



POLITICIAN

Politician is the newest profession in **Star Wars Galaxies**, giving players the opportunity to run and manage their own city. As a profession with no prerequisites (but not a starting profession, per se), any adventurer with the free skill points and apprenticeship experience can begin the life of a Politician. (Apprenticeship experience is what you gain when you train other adventurers in new skills. You'll also need apprenticeship experience to master the Politician profession.)

Once you choose to follow the route of the Politician, the next step is to place a City Hall. Limited by location so city zones do not overlap, every Politician needs to ensure a steady, ongoing population for the survival of the city. Ten citizens is the minimum amount required to run a city. The size of the city determines which structures may be placed within the city.

Advancing in any of the four branches of the profession requires Politician experience, which is gained through elections that are held at the City Hall. The more votes you receive to win an election, the more experience points you are awarded. (Note: An election is conducted every update period — about one week — from when the city is first founded. This is also the time taxes are collected from the players!) Each of the four branches offers a unique advantage over the others in terms of benefits for a player-run city. A thriving metropolis will, of course, require mastery of all the branches so that the citizens of the city can experience all the advantages of being in a player-run community.

The elected mayor, with the appropriate levels in the branches of the profession, can place the buildings most crucial to a city's survival — civic structures. In addition, the mayor may also place mission terminals, trainers, and decorations. Decorations can be important to a mayor as he or she attempts to entice passers-by into becoming citizens.

Taxes and militia are other mayoral responsibilities and are important elements in a player's decision as to where to call home. Split up in to four categories, the mayor may require a property tax, citizen tax, sales tax, and travel tax of his or her citizens.

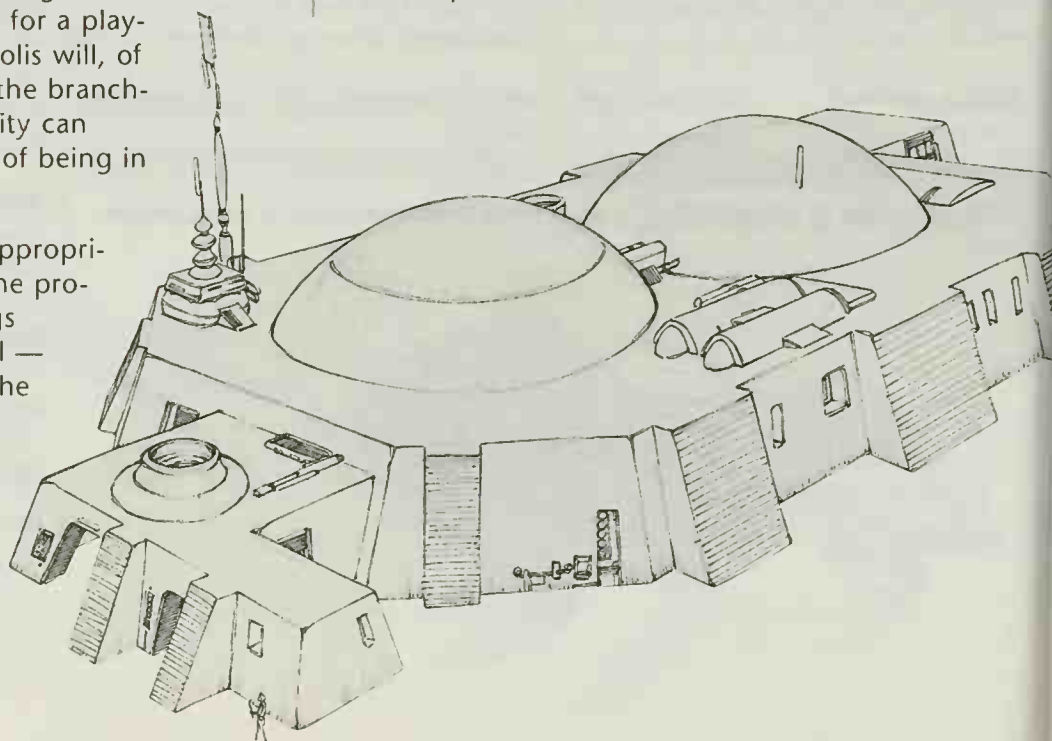
NOTE

To become a citizen, a player must place a house and declare his or her residence. A player may be a citizen in only one city at a time.

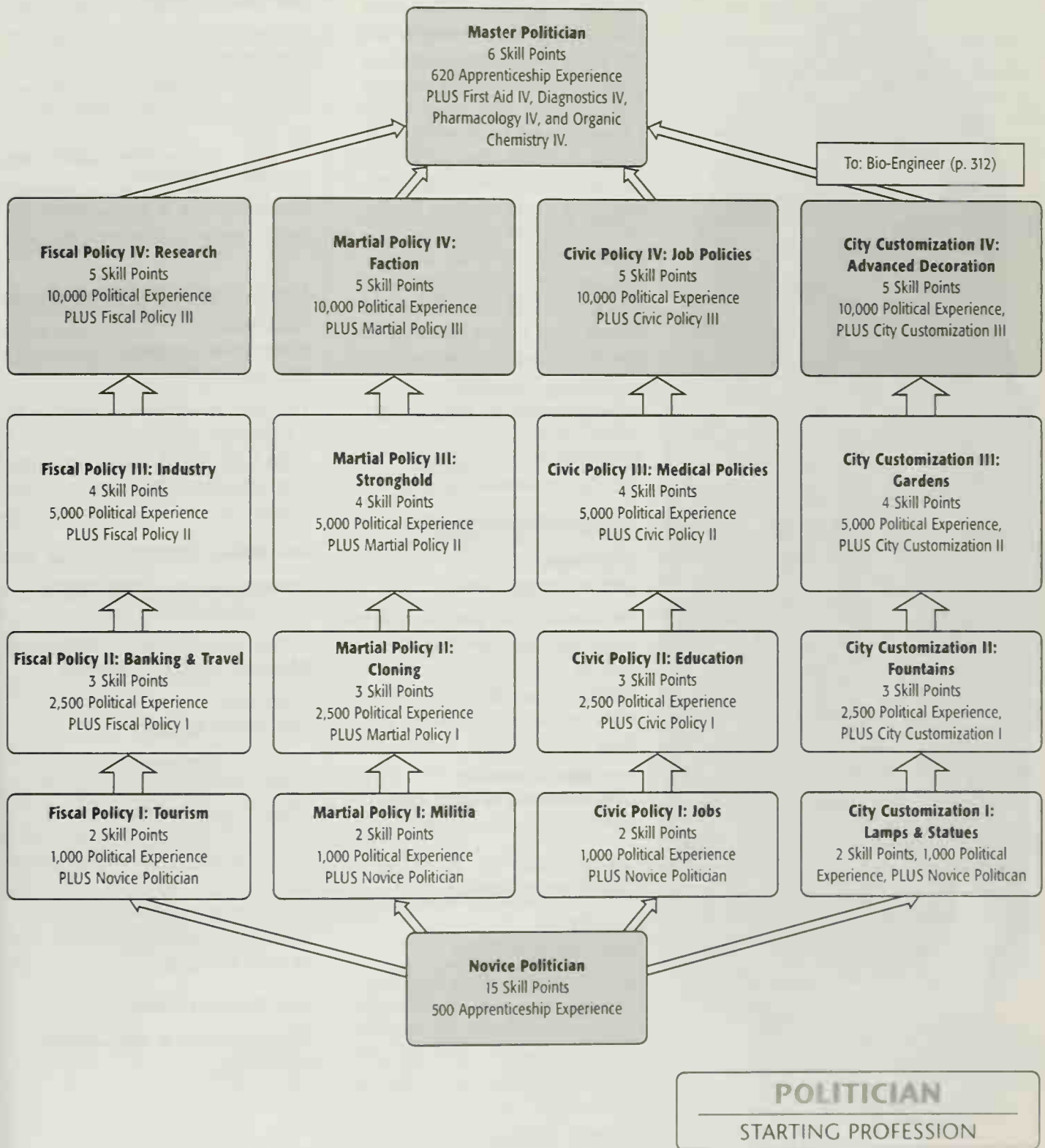
zens. The mayor may also appoint citizens to the city militia, which has the power to ban unruly players from entering civic structures or make them attackable within city limits.

Another unique benefit of the Politician profession is to provide a city specialization. This specialization, in exchange for a weekly credit cost, provides important benefits to the city's inhabitants.

Using all of these abilities wisely, the Politician can create a powerful city that players will fight over for citizenship rights. With no prerequisites, this profession can be an excellent addition to anyone's skill tree, allowing every player the unique opportunity to enter politics.



THE POLITICIAN SKILL TREE





Novice Politician

15 Skill Points

500 Apprenticeship Experience

This skill lets you grant zoning rights to players who want to place structures in the city. Applying the rights gives them a twenty-four hour window in which to build their facility. You can also start collecting taxes – property taxes, civilian taxes, sales taxes, and travel taxes. Finally, you can place a city hall, but you have to acquire 10 citizens in twenty-four hours before your city is approved by the Planetary Civic Authority.

NO SKILL MODS

COMMANDS & ABILITIES

Grant Zoning Rights

Manage Taxes

Place City Hall

Fiscal Policy I: Tourism

2 Skill Points

1,000 Political Experience

This skill allows you to register a city on the planetary map, as well as civic buildings. All civic buildings registered are accessible on the map and by the **/find** command.

NO SKILL MODS

COMMANDS & ABILITIES

Register City

Fiscal Policy II: Banking & Travel

3 Skill Points

2,500 Political Experience

Using this skill helps you increase the economic health of your city by giving you banks and shuttleports. You can then levy travel taxes using the city management terminal.

NO SKILL MODS

COMMANDS & ABILITIES

Place Bank

Place Shuttleport

Fiscal Policy III: Industry

4 Skill Points

5,000 Political Experience

This skill designates your city as a manufacturing center, increasing crafters' odds of a successful prototype assembly by 10%.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Manufacturing Center

Fiscal Policy IV: Research

5 Skill Points

10,000 Political Experience

Title: Accountant

This skill designates your city as a research center, which gives a 15% final boost to all experimentation attempts within the city limits.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Research Center

Martial Policy I: Militia

2 Skill Points

1,000 Political Experience

This skill gives you the ability to form a militia for the player city. You can manage this group via the city management terminal, and your militia members can use **/cityban** (prevents use of public services) and **/grantZoningRights** (grants use of land zones).

NO SKILL MODS

COMMANDS & ABILITIES

Manage Militia

Martial Policy II: Cloning

3 Skill Points

2,500 Political Experience

This skill lets you place a cloning facility and specialize your city in cloning, which reduces the cost of cloning insurance by 20%.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Clone Lab

Place Cloning

Martial Policy III: Stronghold

4 Skill Points

5,000 Political Experience

This skill turns your city into a stronghold in which all militia members are awarded a large defense bonus against attacks from enemy players (50 per each defense roll).

NO SKILL MODS

COMMANDS & ABILITIES

Manage Militia

City Specialization: Stronghold

Martial Policy IV: Faction

5 Skill Points

10,000 Political Experience

Title: Warmaster

You can use the `/installMissionTerminal` command to set up faction-specific mission terminals.

NO SKILL MODS

COMMANDS & ABILITIES

Place Faction Terminal

Civic Policy I: Jobs

2 Skill Points

1,000 Political Experience

This skill lets you install mission terminals in your city (up to three per city rank).

NO SKILL MODS

COMMANDS & ABILITIES

Install Mission Terminal

Civic Policy II: Education

3 Skill Points

2,500 Political Experience

Using this skill, you can add skill trainers to your city (up to 3 per city rank).

NO SKILL MODS

COMMANDS & ABILITIES

Place City Garage

Recruit Skill Trainer

Civic Policy III: Medical Policies

4 Skill Points

5,000 Political Experience

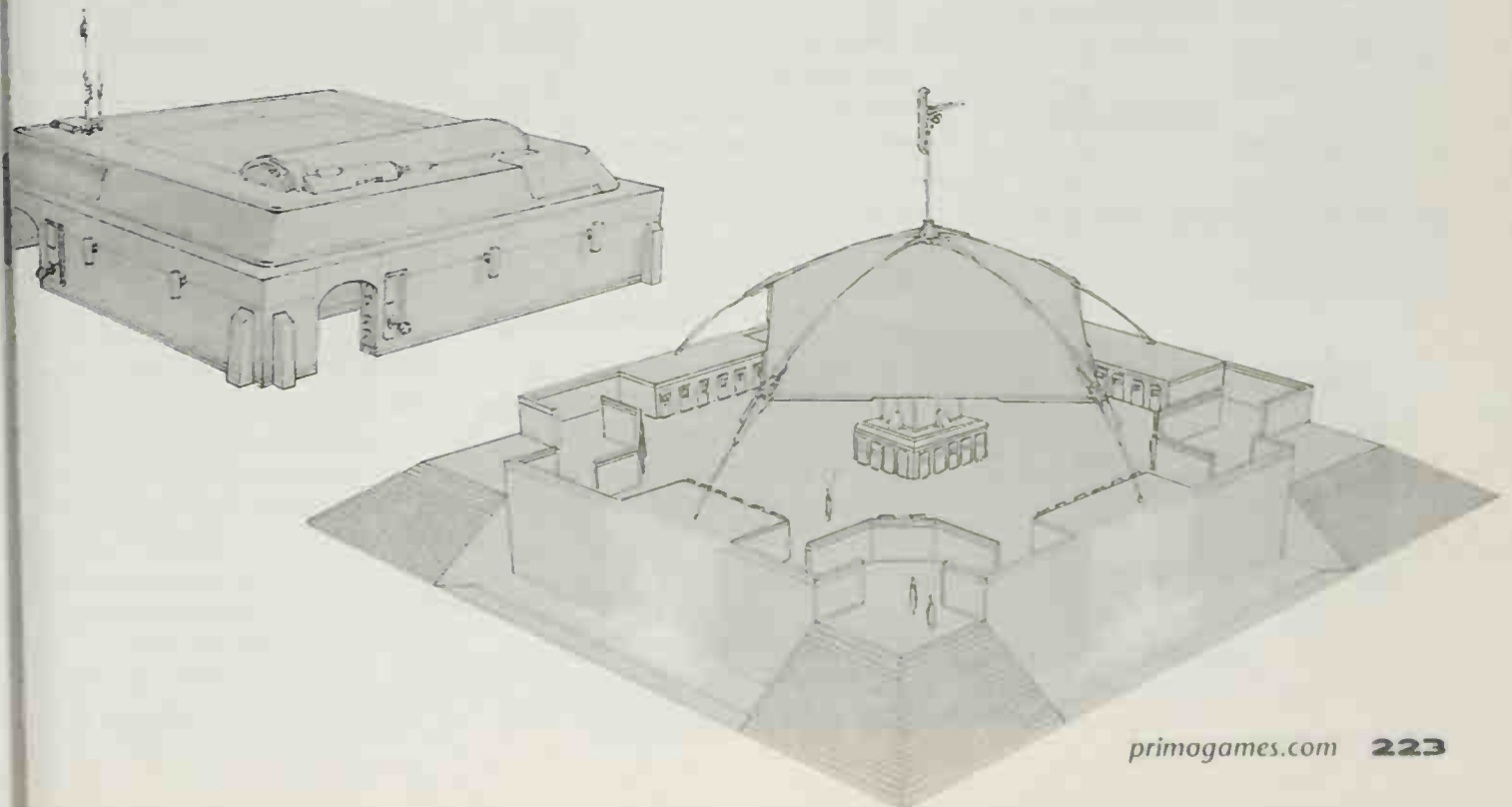
This skill gives your city a reputation as center of healing – either by focusing on medicine or entertainment. Each type of healing gets a 10% boosts when you apply this skill in your medical center or entertainment district.

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Entertainment District

City Specialization: Medical Center



Civic Policy IV: Job Policies

5 Skill Points

10,000 Political Experience

Title: Statesman

You can use this skill to provide further specializations for your city – an improved job market (15% increase in rewards) and sample richness (20% size bonus and 10% extraction skill boost when using surveying equipment).

NO SKILL MODS

COMMANDS & ABILITIES

City Specialization: Improved Job Market

City Specialization: Sample Rich

City Customization I: Lamps & Statues

2 Skill Points

1,000 Political Experience

This skill lets you decorate your city with statues and street lights.

NO SKILL MODS

COMMANDS & ABILITIES

Place Statue

Place Streetlamp

City Customization II: Fountains

3 Skill Points

2,500 Political Experience

This skill lets you decorate your city with fountains.

NO SKILL MODS

COMMANDS & ABILITIES

Place Fountain

City Customization III: Gardens

4 Skill Points

5,000 Political Experience

This skill lets you decorate your city with small or mid-sized gardens.

NO SKILL MODS

COMMANDS & ABILITIES

Place Small Garden

Place Medium Garden

City Customization IV: Advanced Decoration

5 Skill Points

10,000 Political Experience

Title: Urban Planner

This skill lets you decorate your city with gardens that are bigger and more exotic.

NO SKILL MODS

COMMANDS & ABILITIES

Place Large Garden

Place Exotic Garden

Master Politician

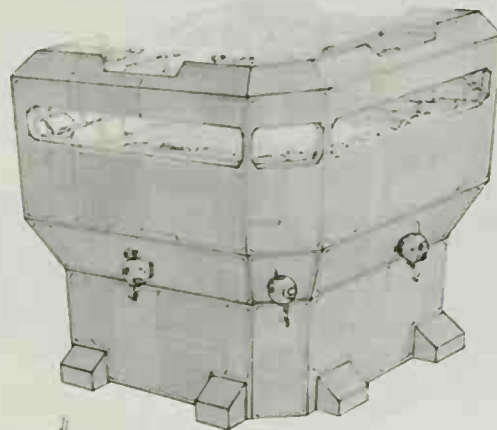
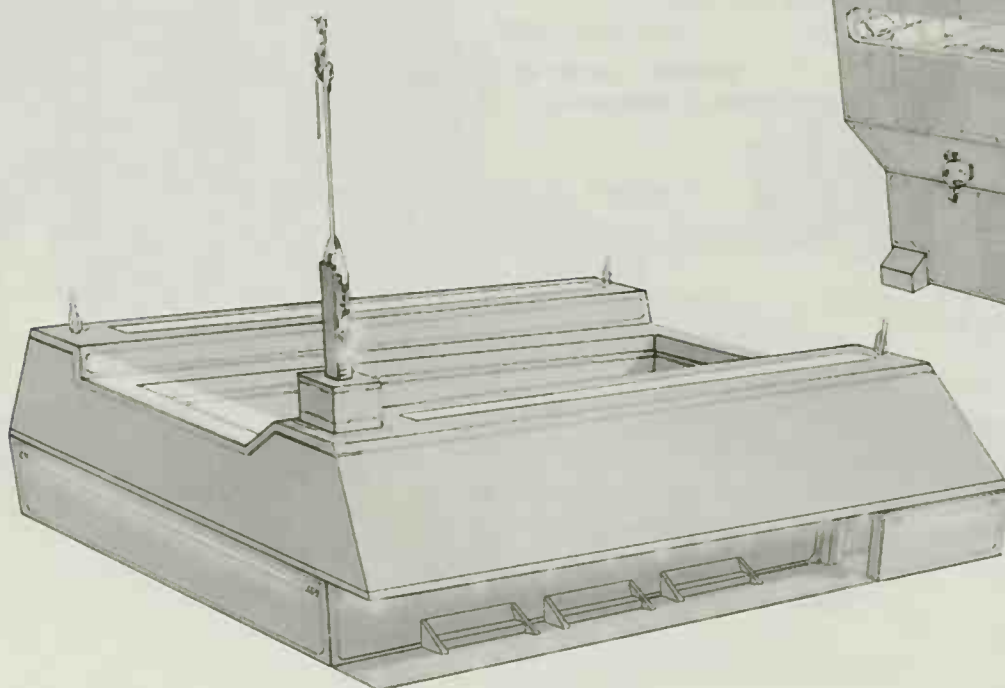
6 Skill Points

620 Apprenticeship Experience

A Master Politician has learned the techniques of planning, building and maintaining a player city.

NO SKILL MODS

NO COMMANDS & ABILITIES



THE ELITE PROFESSIONS

The Elite professions are the first set of second tier careers. They are derived from a single starting profession. Some of the Elites can be reached from a single branch of a basic profession while others require mastery of all the skills of the tree.

ARCHITECT

"Mudhole? Slimy?
My home this is!!"

Derived from: Artisan, p. 185.

Though many adventurers pride themselves on being able to sleep on nothing but a bedroll under the stars, eventually everyone finds the need to establish roots, mine the surface, or mass produce goods. The Architect helps make this happen.

The Architect designs buildings players live in, power generators that run them, the mines, the harvesters, the factories and the Player Association buildings, and all structures necessary for a Player City. They can also design hundreds of unique pieces of furniture. As an Architect's skills increase, so do the size and complexity of the buildings. The most advanced Architect can construct multi-level homes, tremendously effective harvesters, and all city furnishings in the specific architectural style of a given planet. Architects usually help found entire communities and are a necessity for players looking to establish their own city.

The resource requirements for architect are among the most lenient within the game, as far as specific named resources are concerned. Quantity, however, is another matter entirely. Whereas weapons, armor, droids, and such require 10 or 15 units of specific named resources per item or component, architect will require thousands upon thousands of resources for both the components and finished products. The only exception to this would be an

architect who focuses primarily on furniture. Woods, hides, various named types of metals, and such are the main ingredients for most types of furniture. On the other hand, an architect who chooses to produce structures, harvesters, or city buildings will need to amass large quantities of ore and steel. Either way, the quickest path to Master Architect requires that you collect about 600k of any ore, 250k of gemstone, and around 20k of some type of metal before you begin. At the novice level it's best to grind crafting stations, under the furniture subset of your crafting tool. They require around 3k of metal and will allow you to reach Construction 1 in no time. Once you hit Construction 1, it's around 4 more hours of crafting Gungan Head Statues to Master Architect. Among the crafting professions, Architect is by far the fastest to reach mastery. And while the resources needed to build these massive structures are intensive, and pooling resources amongst your friends or guildmates leads to larger houses and, in turn, larger communities. The Architect's buildings are highly sought-after items: some for their usefulness, some for security, and some just for vanity.

Becoming a Novice requires mastery only of the engineering discipline of the Artisan skill tree. Mastering the Architect profession takes a bit of patience, very little time, and just a small amount of help from others. Within *Star Wars Galaxies*, being an Architect is one of the most enjoyable, rewarding, and lucrative crafting professions to undertake.

-Jeff Sanders & Blake Bouillion

Novice Architect

6 Skill Points

33,000 General Crafting Experience

Architects can design and craft a wide variety of buildings, including houses, guildhalls, and resource harvesters.

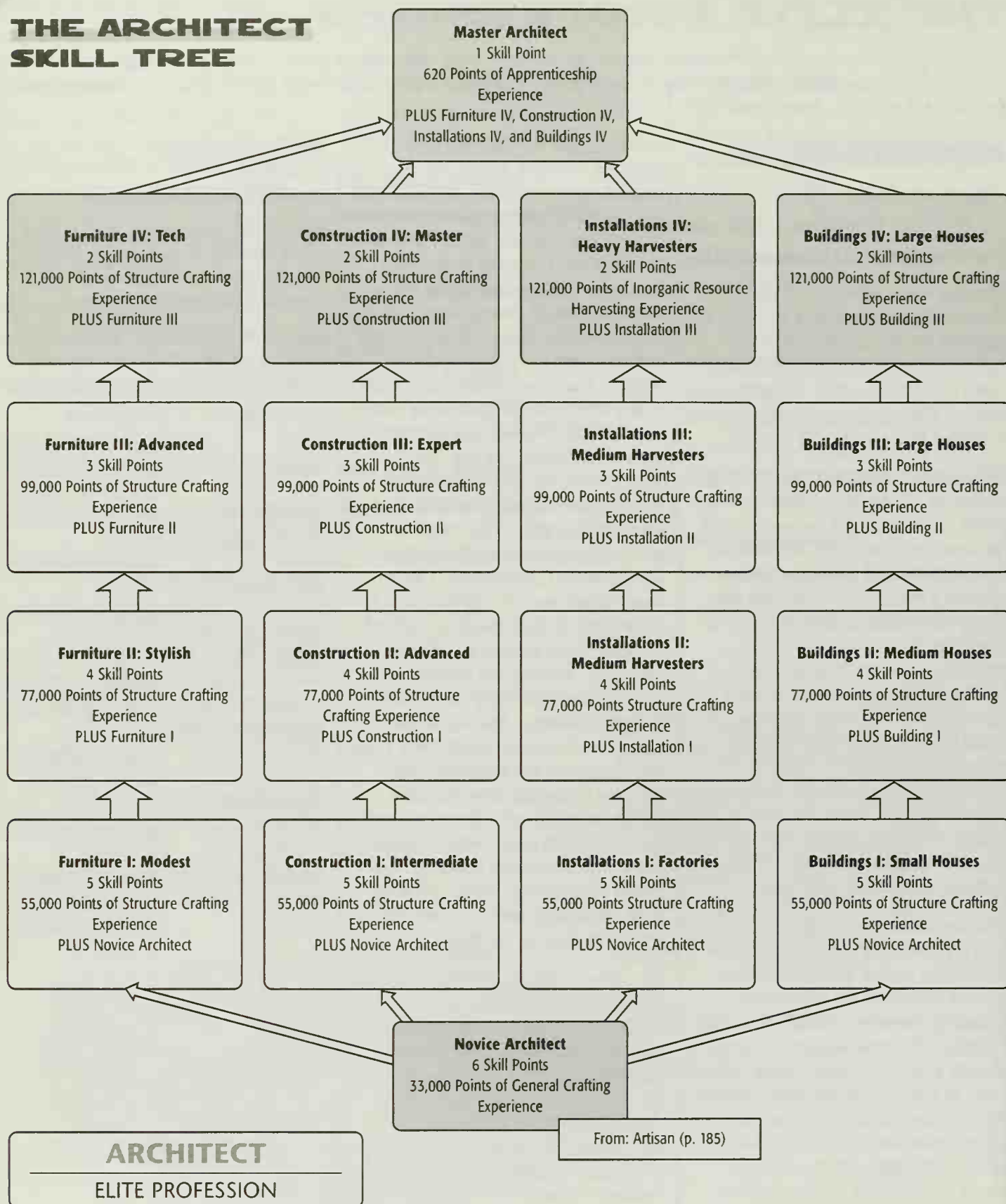
NO SKILL MODS

Structure Assembly	+20
Structure Experimentation	+20

COMMANDS & ABILITIES

Armoire	Large Potted Plant,
Bookcase	Style One
Chest	Light Ore Mining Unit
Clothing and Armor	Light Power Core Unit
Crafting Station	LoveSeat
Couch	Manufacturing Mechanism
Deed: Equipment Factory	Ore Mining Unit
Deed: Moisture Vaporator	Potted Tree, Style One
Deed: Small Corellia House	Small Potted Plant, Style One
Deed: Small Corellia House (Floorplan 2)	Small Structure Storage Module
Deed: Small Naboo House	Space Station
Deed: Small Tatooine House	Structural Module
Fluidic Drilling Pump Unit	Structure and Furniture Crafting Station
Food and Chemical Crafting Station	Torch
Generator Turbine	Wall Module
Harvester Mechanism	Weapon, Droid, and General Item Crafting Station

THE ARCHITECT SKILL TREE



Furniture I: Modest

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Furniture gives the player access to new types of home decoration schematics.

SKILL MODS	VALUE
Structure Assembly	+10

COMMANDS & ABILITIES

Café Table	LoveSeat
Chair	Metal Chair
Cheap Café Table	Ottoman
Divan	Small Table
End Table	Squared Metal Chair
Futon	Tool Chest
Kitchen Chair	

Furniture II: Stylish

4 Skill Points

77,000 Structure Crafting Experience

Each rank in Furniture gives the player access to new types of home decoration schematics.

SKILL MODS	VALUE
Structure Assembly	+20

COMMANDS & ABILITIES

Armoire	Free-standing Lamp
Bookcase	'Tallbirtch'
Cabinet	Large Couch
Café Chair	Loveseat
Candle 'Bestine'	Reclining Chair
Candle 'Coronet'	Small Bed
Candle 'Dearic'	Small Couch
Candle 'Theed'	Table-top Lamp
Candle 'Restuss'	Table-top Lamp 'Corellia'
Desk Lamp 'Bantha'	Table-top Lamp
Desk Lamp 'Rancor'	'Coruscant'
Droid Detection Device	Table-top Lamp 'Naboo'
Free-standing Lamp	Table-top Lamp
'Azeron'	'Tatooine'
Free-standing Lamp	Toolchest
'Blueleaf'	Upholstered Chair
Free-standing Lamp	Wooden Chair
'Razorcoil'	

Furniture III: Advanced

3 Skill Points

99,000 Structure Crafting Experience

Each rank in Furniture gives the player access to new types of home decoration schematics.

SKILL MODS	VALUE
Structure Assembly	+20

COMMANDS & ABILITIES

Ballot Box Terminal	
Chair	
Chest	
Couch	
Data Terminal	
Large Bed	

Furniture IV: Tech

2 Skill Points

121,000 Structure Crafting Experience

Title: Interior Designer

Each rank in Furniture gives the player access to new types of home decoration schematics.

SKILL MODS	VALUE
Structure Assembly	+20

COMMANDS & ABILITIES

Café Table	Small Modern End Table
Data Terminal	Sofa Chair
Dining Table	Table
End Table	

Construction I: Intermediate

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

SKILL MODS	VALUE
Structure Experimentation	+10

COMMANDS & ABILITIES

Deed: Corellia Bank	Deed: Tatooine Bank
Deed: Merchant Tent	Gungan head Statue
Deed: Naboo Bank	Street Lamp

Construction II: Advanced

4 Skill Points

77,000 Structure Crafting Experience

Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

SKILL MODS	VALUE
Structure Experimentation	+20

COMMANDS & ABILITIES

Deed: Corellia	Deed: Small Garden
Cloning Facility	Deed: Tatooine
Deed: Corellia Shuttleport	Cloning Facility
Deed: Naboo	Deed: Tatooine
Cloning Facility	Shuttleport
Deed: Naboo Shuttleport	Fountain

Construction III: Expert

3 Skill Points

99,000 Structure Crafting Experience

Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

SKILL MODS	VALUE
Structure Experimentation	+20

COMMANDS & ABILITIES

Deed: Corellia Cantina	
Deed: Corellia Garage	
Deed: Corellia Hospital	
Deed: Corellia Theater	
Deed: Medium Garden	
Deed: Naboo Cantina	
Deed: Naboo Garage	
Deed: Naboo Hospital	
Deed: Naboo Theater	
Deed: Tatooine Cantina	
Deed: Tatooine Garage	
Deed: Tatooine Hospital	
Deed: Tatooine Theater	

Construction IV: Master

2 Skill Points

121,000 Structure Crafting Experience

Each rank in Construction Techniques gives the player increased ability to craft quality structures and structure components.

SKILL MODS	VALUE
Structure Experimentation	+20

COMMANDS & ABILITIES

Deed: Corellia City Hall	
Deed: Naboo City Hall	
Deed: Tatooine City Hall	
Deed: Large Garden	

Installations I: Factories

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Installations gives the player access to new types of non-home structure schematics.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Wearables Factory

Deed: Food Factory

Deed: Structure Factory

Installations II: Medium Harvesters

4 Skill Points

77,000 Structure Crafting Experience

Each rank in Installations gives the player access to new types of non-home structure schematics.

SKILL MODS

VALUE

None

COMMANDS & ABILITIES

Deed: Mineral Mining Installation

Deed: Solar Power Generator

Deed: Natural Gas Processor

Deed: Chemical Extractor

Heavy Harvesting Mechanism

Turbo Fluidic Drilling Pump Unit

Installations III: Medium Harvesters

3 Skill Points

99,000 Structure Crafting Experience

Each rank in Installations gives the player access to new types of non-home structure schematics.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Automated Flora Farm

Deed: Deep Crust Chemical Extractor

Installations IV: Heavy Harvesters

2 Skill Points

121,000 Structure Crafting Experience

Title: Installation Designer

Each rank in Installations gives the player access to new types of non-home structure schematics.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Fusion Power Generator

Deed: Heavy Mineral Mining Installation

Deed: Heavy Natural Gas Processor

Deed: High Capacity Flora Farm

Deed: High Efficiency Moisture Vaporator

Buildings I: Small Houses

5 Skill Points

55,000 Structure Crafting Experience

Each rank in Building gives the player access to new types of homes and structures.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Small Corellia House (Style 2)

Deed: Small Corellia House (Style 2, Floorplan 2)

Deed: Small Generic Planet House

Deed: Small Generic Planet House (Floorplan 2)

Deed: Small Naboo House (Style 2)

Deed: Small Tatooine House (Style 2)

Power Core Unit

Structure Storage Module

Buildings II: Medium Houses

4 Skill Points

77,000 Structure Crafting Experience

Each rank in Building gives the player access to new types of homes and structures.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Medium Corellia House

Deed: Medium Naboo House

Deed: Medium Tatooine House

Deed: Small Generic Planet House (Style 2)

Deed: Small Corellia House (Style 2, Floorplan 2)

Buildings III: Large Houses

3 Skill Points

99,000 Structure Crafting Experience

Each rank in Building gives the player access to new types of homes and structures.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Large Corellia House

Deed: Large Naboo House

Deed: Large Tatooine House

Deed: Medium Generic Planet House

Building IV: Large Houses

2 Skill Points

121,000 Structure Crafting Experience

Title: Home Designer

Each rank in Building gives the player access to new types of homes and structures.

NO SKILL MODS

COMMANDS & ABILITIES

Deed: Medium Generic Planet House (Style 2)

Deed: Large Corellia House (Style 2)

Deed: Large Generic Planet House

Deed: Large Generic Planet House (Style 2)

Master Architect

1 Skill Point

620 Apprenticeship Experience

The Master Architect can create a wide range of structures any want or need.

SKILL MODS

VALUE

Structure Assembly

+10

Structure Experimentation

+10

COMMANDS & ABILITIES

Armoire

Bookcase

Café Table

Chair

Chest

Couch

Deed: Corellian Guild Hall

Deed: Dantooine Meditation Area (Garden)

Deed: Dathomir Obelisk (Garden)

Deed: Endor Huts (Garden)

Deed: Generic Planet Guild Hall

Deed: Naboo Guild Hall

Deed: Tatooine Guild Hall

End Table

Loveseat

ARMORSMITH

"That armor's too strong for blasters."

Derived from: Artisan—p. 185.

The Armorsmith in *Star Wars Galaxies* is a fun and unique class to play. In playing an Armorsmith you're not locked into one job. Yes you can make armor all day long or you can specialize and become a unique smith, providing what others do not. Yes you can create armor, but there are many different types of Armorsmith available:

General Armorsmith. Someone who does it all

Merchant smith. Someone who has merchant training and many types of vendors all carrying their own equipment (and selling things for other players).

Shield smith. Someone who specializes in four different types of personal shield generator.

Supply smith. Someone who supplies other large merchants with armor. These Armorsmiths don't tend to make individual custom suits, but instead supply crates and crates of the same type of armor for other players to sell.

Cranky, custom armor designer. Someone who doesn't make armor for just anyone. Players go to this Armorsmith type and specify what they want.

Trophy Armorsmith. Someone who crafts items from monster trophies.

Any way you go, your Armorsmith is dependent on a couple of other classes for material components before he or she can make armor. The first friend you should make is a Tailor. You'll spend a large amount of time procuring synthetic cloth and reinforced fiber panels from the said tailor, as each armor schematic usually requires one to three of each component. The second necessary class is that of the Artisan, who makes PSG (Personal Shield Generator) components. If you don't make shields, or don't like to make them, chances are you won't have much to do with the Master Artisan – but the Tailor is still a necessity.

Here are a couple of notes on how to play an Armorsmith before we delve into trees and what skills to learn first.

- An Armorsmith requires 3 mineral statistics to use in their armors, Overall Quality and Shock Resistance, and to a lesser degree, Malleability (which controls HAM costs of armor). It's a good bet to look for ingredients with an over 1500 rating (Overall Quality + Shock Resistance) whenever you're out looking.
- There are 3 categories of experimentation on armor:

Durability: Durability controls the armor's Health, Action and mind Values (HAM). Usually you can get a few points reduction with each experimental point spent.

Quality: The quality value controls the regular effectiveness of armor protection. Each armor type has 3 values — Special Protections (usually higher than the other types), Effectives (normal protections and vulnerabilities). The quality experimental area will increase armor effectives (regular protective values).

Resistance: The Resistance Experimental bar controls the armor's special protections.

- You'll want to keep an eye out for most of the special ingredients that are used in your trade long before you actually plan on using them. The reason for this is simple economics: get the mineral now for free from your harvesters or cheaply from a friend, or pay through the nose later when others realize that this mineral type has suddenly become valuable.
- Recommended Minerals to look for are as follows: Berrylus Copper, Neutronium Steel, KNOWN Solid Fuel, Axidite Iron, any Intrusive ore, Colat Iron, Vertex Gemstone. There are quite a few that you should keep an eye out for. Generally, if it's used in Armorsmithing, you'll want to get some of it.

When working on the Armorsmith and trying to

TIP

You can use factories as storage. Granted, they only store 100 items, but it's cheaper than a house. Just remember to pay maintenance fees, or you'll lose everything.

TIP

You can also use your merchant as storage, but remember that items left in the stockroom are deleted after seven days. This can be a costly lesson to learn.

climb the profession tree, you have a couple of options. If you're just trying to grind the class out and finish it as quickly as possible, a good crafting macro is available at

<http://starwarsgalaxies.station.sony.com/>

in the Armorsmith forums that will get you through Armorsmith fairly quickly. If you're planning on enjoying the class, check out these tips:

- In the beginning, try sticking with Mabari armor. It's light, fairly easy to make, and won't take up much of your time. You won't get much for it at the start of your career (as it won't be a very good armor) but it will be sellable on the bazaar. Granted, you'll probably lose money until you can get the experimental branch of armor crafting up a few levels. But ironically, you'll make good solid Experimented Mabari for most of your Armorsmith career. It's in demand by Teras Kasi Artists due to its lightness, and almost every class can wear it without having to get special buffs.
- After you've maxed out the experimental line, you'll want to work on personal armors. This line gives you graduated lines of armor like Tantel, Chitin Ubese, and Padded. (But, demand is lower for Tantel and Padded, so you won't make much of it.) Padded is the most colorful armor you can make, with about 255 colors available for each piece. Chitin is the least, with about 9 colors available. The other armors fall in between the two values.
- It's important to note that most armor comes in two flavors — regular and advanced. For most armor, you'll probably just make Regular, with the exception of Ubese and Composite. These two types are almost never made and sold in the Regular varieties.

After you've reached your peak on armor designs, you have a choice of which tree to experiment with next.

- Layers give you the ability to make and place

layers in your armor. Layers themselves provide special armor protections. The layers themselves will also boost the regular effectiveness of armor — but with the disadvantage of making the armor heavier and harder to wear. While this might sound really great, layers often require specialized ingredients and require a factory for production.

- Or, you could go for Personal Shield Generators (PSGs). These are handy little devices that block certain types of incoming damage to the wearer and take up a belt slot. Some shields have as high as 52% energy protection — a must-have if you're going to be involved in a blaster fight.
- A warning though — you won't actually get to make shields until you learn the second box in the shield tree. At that point, you'll get to make PSG Mark 1s that have around a 9% protective value (average). At step 2, you'll get Mark 2s that ring in around 20% and finally, at step 3, you get Mark 3s, which are the hefty workhorses of the shield industry. They have about 40% energy with about 20% effectiveness to everything else. The disadvantage to shields is that it requires a high amount of components to make one single shield — and a good chunk of time to make one (2 minutes recycle time in hand crafting, and 6 minutes in a factory)

HITTING MASTER

Congratulations — you've finally become a Master Armorsmith! You can now make Advanced Composite, which is probably what you're going to be making for the rest of your character's life. Once you've gotten here, it's time to perfect your trade and make the best armor that you possible can, as you will have the maximum amount of class-generated experimental points possible.

TIP

You can buy/find clothing attachments and armor attachments that can give you additional bonuses to armor experimentation points. For every +10 points, you'll get an additional experimental point to craft with. This maxes out at +25 to experiment, giving you an extra 2 points. This alone will set you ahead of the pack.

TIP

Clothing attachments and armor attachments **do NOT stack**. This means if you have +1 armor experiment gloves and you want to add another +1 armor experiment armor attachment, the armor will still take it. However, the new value will still be +1. You'll have to put the clothing attachment or armor attachment (CA and AA respectively) in another position. (Or, shoot for the moon and get one +25 item.)

SUGGESTIONS FROM A MASTER TO A MASTER

Consider taking up a complementary class to help your craft. Yes, you can be the rugged Fighting Armorsmith, but then you'll have to buy all your components. You can try getting Master Scout so you can harvest your own animal products (especially with doctors driving the prices of organics through the roof). Even if you are not looking for materials, you can often make a fair bit of cash just from scouting alone.

Other solid combinations for Armorsmith include Tailor, Merchant and Master Artisan. It's up to you to decide how dependent you want to be upon another class.

TIP

You get your first vendor at Artisan: Business 3. Otherwise you'll need someone to vendor items for you.

Get used to not having a well-decorated house. Chances are you'll have multiple factories and use housing primarily for storage. We recommend any generic medium house that takes up two lots. This will yield 150 storage spots (as houses are limited to 250 items apiece). A large, six-lot house may look flashy, but it leaves you in bind storage-wise.

RANDOM TIDBITS

- Imperial PSGs are an Imperial quest only. The quest is rumored to start somewhere on Dantooine and will let you create either five shields or five shield schematics from a master plan.

- The Armorsmith Epic quest is very long and very painful. If you're going to start it, be dedicated to the end. It requires one common, two rare and one ultra-rare monster drop to complete. It's called Reinforced Insulated Suit (**RIS**). If you can make a steady supply of these, your monetary woes will pass.
- Consider hiring a barker (someone to advertise for you) unless you have a lot of time and can do it yourself. It's easier to toss some change or a suit of lower-level armor to a new player and get them to advertise your shop for an hour or so than to stand around and be driven to distraction at a starport. There's a chance that they won't do anything, but what goes around usually comes around in **Star Wars Galaxies**.
- Tip your entertainers and Medics.

NOTABLE SKILLS

Armor Assembly. This gives you the ability to assemble armor from components into a finished product. This is the skill used during construction.

Armor Experimentation. This is the ability to experiment on your armor – which is what makes armor so fun to play with in the first place (not to mention unique).

Armor Customization. Customization gives you greater choice of colors with which to color the armor you make. Different armor types can have different color palettes.

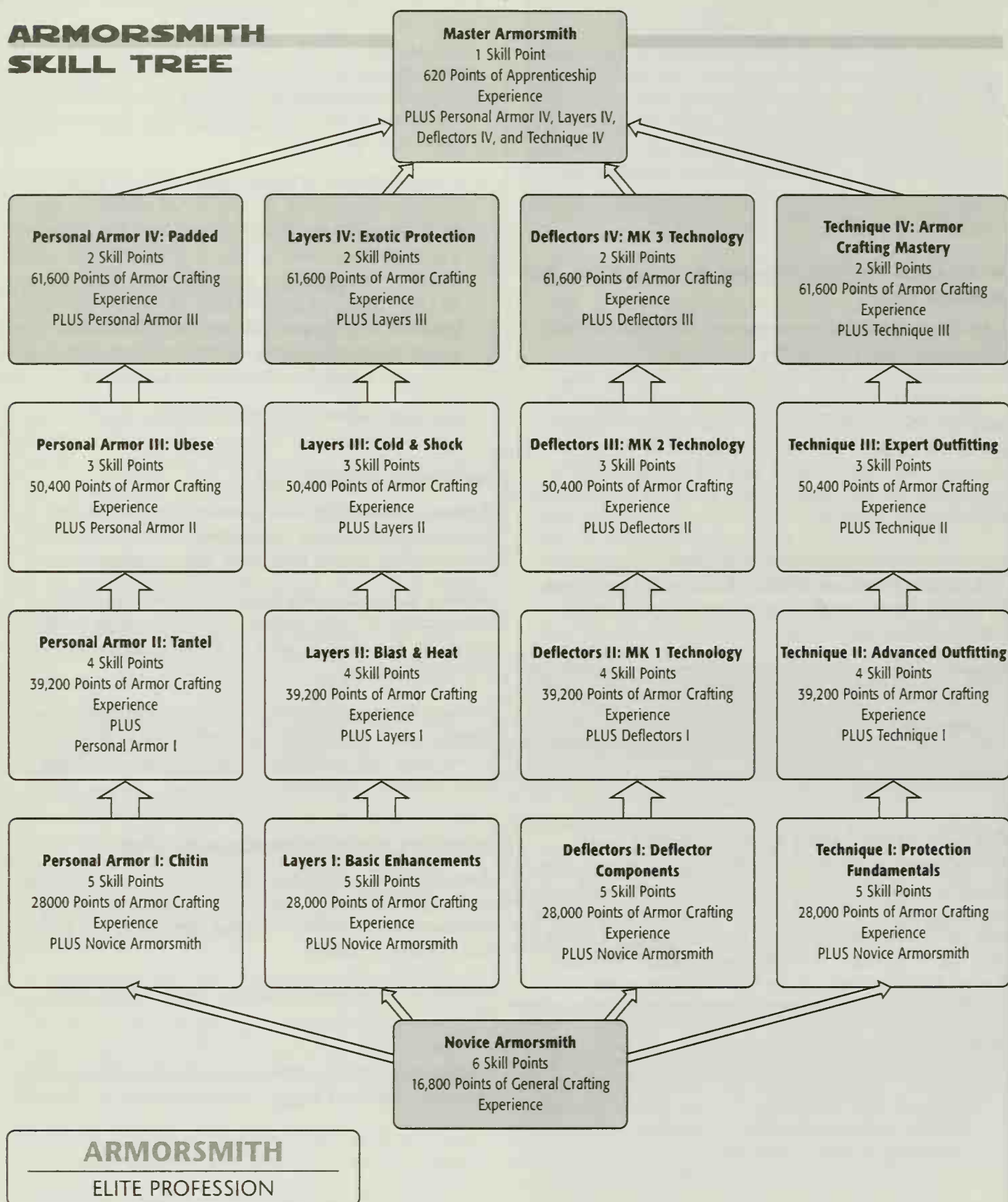
FUN CLASS COMBINATIONS

Armorsmith + Artisan + Merchant is the ultimate crafting combination class. Try a variation using **Armorsmith + Tailor + some Merchant** (or any of the Crafting classes).

Armorsmith + Scout lets you harvest your own hides.

Armorsmith Profession researched by Marc Quesnel (Nylan T'biggs, Bloodfin).

ARMORSMITH SKILL TREE



Novice Armorsmith

6 Skill Points

16,800 General Crafting Experience

The Armorsmith can craft resilient protective clothing out of base materials. The Novice Armorsmith begins to learn the secrets needed for crafting master armor.

SKILL MODS	VALUE
Armor Assembly	+10
Armor Customization	+20
Armor Experimentation	+10

COMMANDS & ABILITIES

Armor Upgrade Kit
 Armorweave Segment
 Mabari Armorweave Belt
 Mabari Armorweave Boots
 Mabari Armorweave Chest Plate
 Mabari Armorweave Gloves
 Mabari Armorweave Helmet
 Mabari Armorweave Pants

Personal Armor I: Chitin

5 Skill Points

28,000 Armor Crafting Experience

Teaches the Armorsmith the skill to make personal armor protection.

NO SKILL MODS

COMMANDS & ABILITIES

Chitin Armor Boots
 Chitin Armor Chest Plate
 Chitin Armor Gloves
 Chitin Armor Helmet
 Chitin Armor Left Bicep
 Chitin Armor Left Bracer
 Chitin Armor Leggings
 Chitin Armor Right Bicep
 Chitin Armor Right Bracer
 Chitin Armor Segment
 Kashyyykian Ceremonial Armor Segment
 Kashyyykian Ceremonial Chest Plate
 Kashyyykian Ceremonial Left Bracer
 Kashyyykian Ceremonial Leggings
 Kashyyykian Ceremonial Right Bracer
 Tantel Armor Segment

Personal Armor II: Tantel

4 Skill Points

39,200 Armor Crafting Experience

Improves the Armorsmith's skills at making personal armor protection.

NO SKILL MODS

COMMANDS & ABILITIES

Advanced Armorweave Segment
 Advanced Bone Armor Segment
 Padded Armor Segment
 Tantel Armor Boots
 Tantel Armor Chest Plate
 Tantel Armor Helmet

Personal Armor III: Ubese

3 Skill Points

50,400 Armor Crafting Experience

Improves the Armorsmith's skills at making personal armor protection.

NO SKILL MODS

COMMANDS & ABILITIES

Advanced Chitin	Ubese Armor Gloves
Armor Segment	Ubese Armor Helmet
Advanced Kashyyykian	Ubese Armor Jacket
Ceremonial Armor	Ubese Armor Left Bracer
Segment	Ubese Armor Pants
Advanced Padded	Ubese Armor Right Bracer
Armor Segment	Ubese Armor Segment
Ubese Armor Bandolier	Ubese Armor Shirt
Ubese Armor Boots	

Personal Armor IV: Padded

2 Skill Points

61,600 Armor Crafting Experience

Title: Master of Armor Design

Improves the Armorsmith's skills at making personal armor protection.

NO SKILL MODS

COMMANDS & ABILITIES

Advanced Ubese Armor	Padded Armor Helmet
Segment	Padded Armor Left Bicep
Composite Armor Segment	Padded Armor Left Bracer
Padded Armor Belt	Padded Armor Leggings
Padded Armor Boots	Padded Armor Right Bicep
Padded Armor Chest Plate	Padded Armor Right Bracer
Padded Armor Gloves	

Layers I: Basic Enhancements

5 Skill Points

28,000 Armor Crafting Experience

Grants the knowledge to make heavy armor layers, used in advanced armor types.

NO SKILL MODS

COMMANDS & ABILITIES

Kinetic Protection Armor Layer
 Energy Protection Armor Layer

Layers II: Blast & Heat

4 Skill Points

39,200 Armor Crafting Experience

Improves the Armorsmith's ability to make layers that can be added to heavy armors.

NO SKILL MODS

COMMANDS & ABILITIES

Blast Protection Armor Layer
 Heat Protection Armor Layer

Layers III: Cold & Shock

3 Skill Points

50,400 Armor Crafting Experience

Improves the Armorsmith's ability to make layers for heavy armors.

NO SKILL MODS

COMMANDS & ABILITIES

Cold Protection Armor Layer
 Electrical Protection Armor Layer

Layers IV: Exotic Protection

3 Skill Points

61,600 Armor Crafting Experience

Title: Materials Specialist

Improves the Armorsmith's ability to make layers for heavy armors.

NO SKILL MODS

COMMANDS & ABILITIES

Acid Protection Armor Layer

Deflectors I: Deflector Components

5 Skill Points

28,000 Armor Crafting Experience

Teaches the Armorsmith to make basic deflectors and gives some schematics (but not the ability to make PSGs).

NO SKILL MODS

COMMANDS & ABILITIES

Deflector Shield Generator—Particle

Deflector Shield Generator—Energy Ray

Deflector Shield Emitter Assembly

Deflector Shield Projector Plate

Deflectors II: Mk. 1 Technology

4 Skill Points

39,200 Armor Crafting Experience

Improves the Armorsmith's ability to make basic, level one PSGs.

NO SKILL MODS

COMMANDS & ABILITIES

Personal Shield Generator Mk. 1

Deflectors III: Mk. 2 Technology

3 Skill Points

50,400 Armor Crafting Experience

Improves the Armorsmith's ability to make basic, level 2 PSGs.

NO SKILL MODS

COMMANDS & ABILITIES

Personal Shield Generator Mk. 2

Deflectors IV: Mk. 3 Technology

2 Skill Points

61,600 Armor Crafting Experience

Title: Deflector Technologist

Improves the Armorsmith's ability to make basic, level 3 PSGs.

NO SKILL MODS

COMMANDS & ABILITIES

Personal Shield Generator Mk. 3

Technique I:

Protection Fundamentals

5 Skill Points

28,000 Armor Crafting Experience

Grants the knowledge to make more complex armor components and completed armor suits.

SKILL MODS

VALUE

Armor Assembly +10

Armor Customization +20

Armor Experimentation +10

NO COMMANDS & ABILITIES

Technique II: Advanced Outfitting

4 Skill Points

39,200 Armor Crafting Experience

Grants the knowledge to make more complex armor components and completed armor suits.

SKILL MODS

VALUE

Armor Assembly +10

Armor Customization +20

Armor Experimentation +15

NO COMMANDS & ABILITIES

Technique III: Expert Outfitting

3 Skill Points

50,400 Armor Crafting Experience

Grants the knowledge to make more complex armor components and completed armor suits.

SKILL MODS

VALUE

Armor Assembly +20

Armor Customization +20

Armor Experimentation +20

NO COMMANDS & ABILITIES

Technique IV: Armor Crafting Mastery

2 Skill Points

61,600 Armor Crafting Experience

Title: Expert Armorsmith

Grants the knowledge to make more complex armor components and completed armor suits.

SKILL MODS

VALUE

Armor Assembly +20

Armor Customization +20

Armor Experimentation +20

NO COMMANDS & ABILITIES

Master Armorsmith

1 Skill Point

620 Apprenticeship Experience

The Master Armorsmith is able to create the lightest, most protective armor that can be found anywhere.

SKILL MODS

VALUE

Armor Assembly +25

Armor Customization +55

Armor Experimentation +25

COMMANDS & ABILITIES

Advanced Composite Armor Segment

Composite Armor Boots

Composite Armor Chest Plate

Composite Armor Gloves

Composite Armor Helmet

Composite Armor Left Bicep

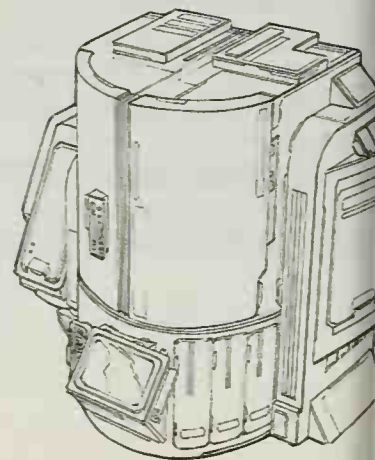
Composite Armor Left Bracer

Composite Armor Pants

Composite Armor Right Bicep

Composite Armor Right Bracer

Stun Protection Armor Layer



CARBINEER

"Bring 'em on! I prefer a straight fight to all this sneakin' around."

Derived from: Marksman—p. 203.

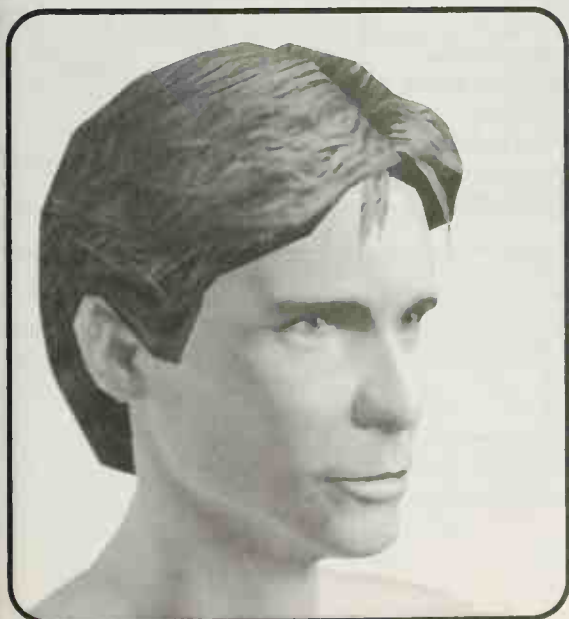
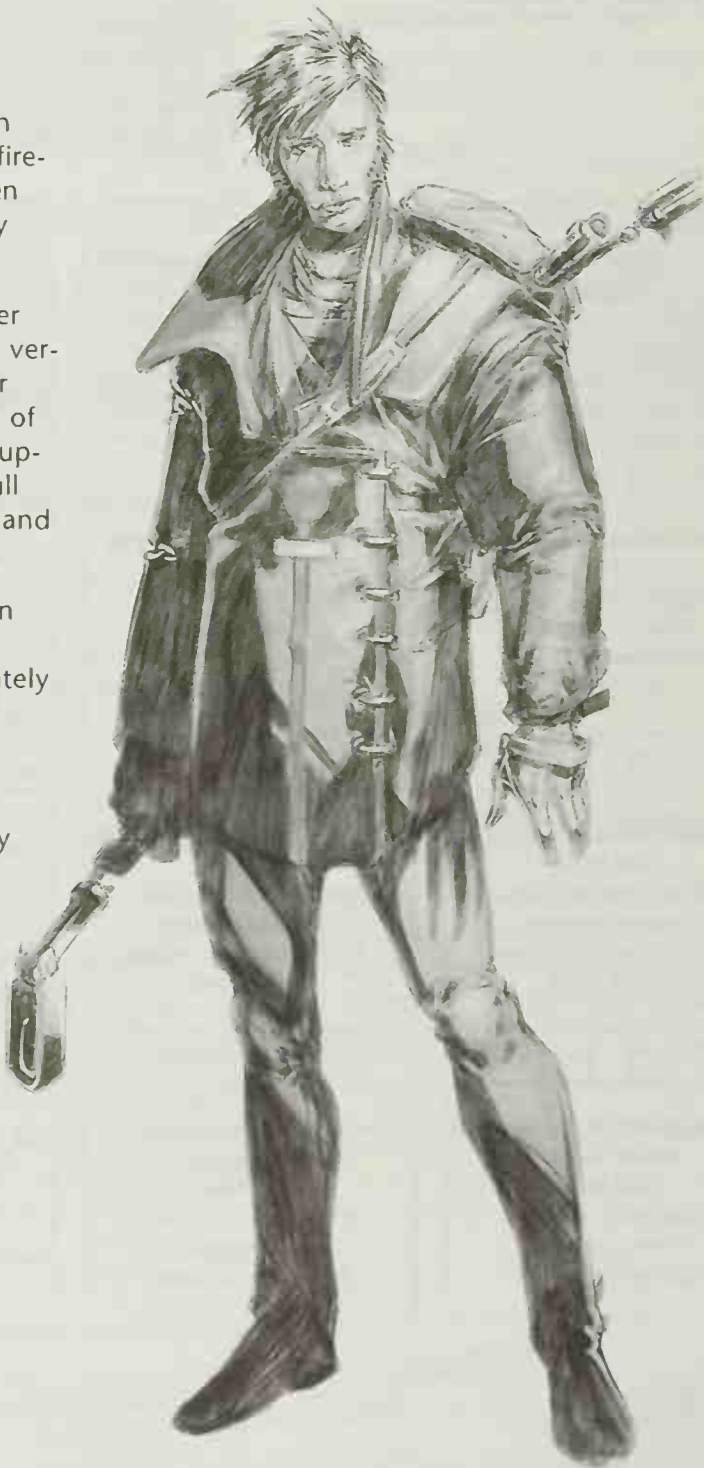
The Carbineer is the front line troop. With enough range to engage at a good distance and enough fire-power to make things difficult for the enemy when things get close, the Carbineer is the staple of any major fighting force.

Like the Rifleman and the Pistoleer, the Carbineer has a weapon of choice. The carbine is a lighter version of rifles, with a focus on volume of fire over accuracy. The Carbineer focuses on using bursts of fire to confuse or pin down enemies. Through suppression fire, wild volleys, scattered bursts, or full automatic fire, the carbine can cause confusion and terror in those who oppose it.

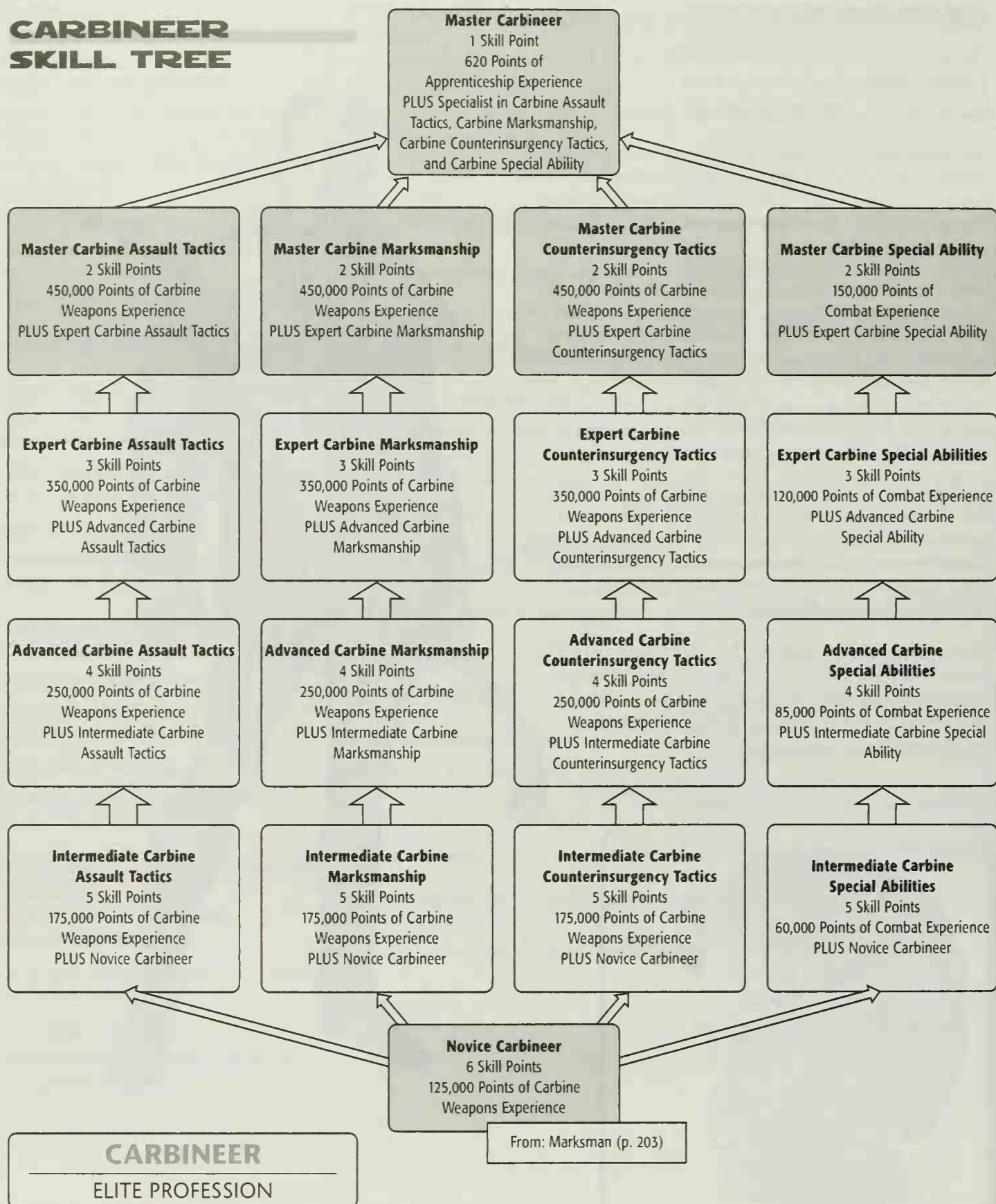
Suited best for the mid-range firefight, it is often the Carbineer who leads a charge on an enemy position. Experienced Carbineers can fire accurately while on the move. They can even aim for specific locations, crippling retreating enemies or halting oncoming charges.

Again, the Novice level of this profession is fairly easily reached. However, advancement through it takes a great deal more effort. If you really like being in the middle of firefights, this may be the profession for you.

—Jeff Sanders



CARBINEER SKILL TREE



Novice Carbineer

6 Skill Points

125,000 Carbine Weapons Experience

Carbineers pick up the unique skills and abilities to excel at carbine ranged weapons. The Novice Carbineer skill begins a player's specialization in this combat path.

SKILL MODS	VALUE
Carbine Speed	+5
Carbine Accuracy	+5

COMMANDS & ABILITIES

Action Shot 2
Elite Carbine Certification
Full Auto Single 2
Slugthrower Certification

Intermediate Carbine Assault Tactics

5 Skill Points

175,000 Carbine Weapons Experience

Begins the Carbineer on the path toward faster attacks and a specialized style of multiple-location shooting.

SKILL MODS	VALUE
Carbine Speed	+5

COMMANDS & ABILITIES

Scatter Shot 1

Advanced Carbine Assault Tactics

4 Skill Points

250,000 Carbine Weapons Experience

Teaches the Carbineer more advanced attack-speed techniques.

SKILL MODS	VALUE
Carbine Speed	+5

COMMANDS & ABILITIES

Wild Shot 1

Expert Carbine Assault Tactics

3 Skill Points

350,000 Carbine Weapons Experience

Continues the Carbineer's education in raising the speed of his attacks while being able to hit multiple locations on an opponent at once.

SKILL MODS	VALUE
Carbine Speed	+5

COMMANDS & ABILITIES

Scatter Shot 2

Master Carbine Assault Tactics

2 Skill Points

450,000 Carbine Weapons Experience

Title: Mercenary

Conveys a masterful level of understanding of carbine attack speed, and gives the Carbineer the ability to simultaneously stun several targets.

SKILL MODS	VALUE
Carbine Speed	+5

COMMANDS & ABILITIES

Wild Shot 2

Intermediate Carbine Marksmanship

5 Skill Points

175,000 Carbine Weapons Experience

Grants the Carbineer more accuracy, and a better understanding of how to hit a target in its legs to best effect.

SKILL MODS	VALUE
Carbine Accuracy	+5

COMMANDS & ABILITIES

Leg Shot 3

Advanced Carbine Marksmanship

4 Skill Points

250,000 Carbine Weapons Experience

Grants the Carbineer better carbine accuracy.

SKILL MODS	VALUE
Carbine Accuracy	+10

NO COMMANDS & ABILITIES

Expert Carbine Marksmanship

3 Skill Points

350,000 Carbine Weapons Experience

Grants the Carbineer even better carbine accuracy, and teaches more powerful attack capabilities.

SKILL MODS	VALUE
Carbine Accuracy	+5

COMMANDS & ABILITIES

Crippling Shot

Master Carbine Marksmanship

2 Skill Points

450,000 Carbine Weapons Experience

Title: Marauder

Raises the level of the Carbineer's accuracy to a masterful one, and allows her to hit much more often than an average Marksman.

SKILL MODS	VALUE
Carbine Accuracy	+25

NO COMMANDS & ABILITIES



Intermediate Carbine Counterinsurgency Tactics

5 Skill Points

175,000 Carbine Weapons Experience

Begins the Carbineer along the path of using prudent defensive measures against reckless attacks by enemies.

SKILL MODS	VALUE
Counterattack	+20

COMMANDS & ABILITIES

Burst Shot 1

Ranged Damage Mitigation 1

Advanced Carbine Counterinsurgency Tactics

4 Skill Points

250,000 Carbine Weapons Experience

Shows the Carbineer how to defend himself in certain situations.

SKILL MODS	VALUE
Defense vs. Knockdown	+15
Defense vs. Intimidate	+25
Counterattack	+20

NO COMMANDS & ABILITIES

Expert Carbine Counterinsurgency Tactics

3 Skill Points

350,000 Carbine Weapons Experience

SKILL MODS	VALUE
Counterattack	+20

COMMANDS & ABILITIES

Burst Shot 2

Ranged Damage Mitigation 2

Master Carbine Counterinsurgency Tactics

2 Skill Points

450,000 Carbine Weapons Experience

Title: Infiltrator

Allows the Carbineer to attain a masterful level of understanding of the ability to counterattack opponents who prefer to charge into combat recklessly. At this level, a Carbineer has a good chance of halting a single opponent's rush by driving it into the ground.

SKILL MODS	VALUE
Counterattack	+20

COMMANDS & ABILITIES

Suppression Fire 2

Intermediate Carbine Special Abilities

5 Skill Points

60,000 Combat Experience

Grants additional special moves to the Carbineer.

SKILL MODS	VALUE
Carbine Accuracy While Moving	+5

COMMANDS & ABILITIES

Full Auto Area 1

Advanced Carbine Special Abilities

4 Skill Points

85,000 Combat Experience

Grants additional special moves to the Carbineer.

SKILL MODS	VALUE
Carbine Accuracy While Moving	+5

COMMANDS & ABILITIES

Charge Shot 1

Expert Carbine Special Abilities

3 Skill Points

120,000 Combat Experience

Grants additional special moves to the Carbineer.

SKILL MODS	VALUE
Carbine Accuracy While Moving	+5

COMMANDS & ABILITIES

Full Auto Area 2

Master Carbine Special Abilities

2 Skill Points

150,000 Combat Experience

Title: Assaulter

Grants additional special moves to the Carbineer. At this level of mastery, a Carbineer can hit targets while moving more easily, and can simultaneously knock down multiple opponents.

SKILL MODS	VALUE
Carbine Accuracy While Moving	+5

COMMANDS & ABILITIES

Charge Shot 2

Master Carbineer

1 Skill Point

620 Apprenticeship Experience

The Master Carbineer is unequalled in her abilities with carbine weapons.

SKILL MODS	VALUE
Carbine Speed	+10
Carbine Accuracy	+20
Carbine Accuracy While Moving	+10
Carbine Aiming	+25
Counterattack	+25
Ranged Defense	+25

COMMANDS & ABILITIES

Ranged Damage Mitigation 3



CHEF

"How you get so big, eating food of this kind?"

Derived from: Artisan—p. 185.

Today's chef is a hot class in **Star Wars Galaxies**; your products are in high demand by almost everyone in the galaxy. Your creations can boost HAM scores, special abilities and even experience gained. If you're interested in money, being a chef will get you there quickly.

As a chef, you're probably going to want to work your way up the experimentation tree – most players want maximum benefit for minimum fill. (Fill refers to how much of a player's stomach the food item will fill when eaten. There's a separate counter for both drink and food, so some pretty nasty food combinations can be used. Try a Vasarian Brandy (drink that gives +400 to all mind pool stats) and Vercupti of Agazza Boleruuee (food that gives up to 900 additional health, action and mind pool). As you can see, food items can quickly give you a huge increase in survivability in the game. But, food is just not for increasing stats — many food items you will create can boost many of the skills used in the game today. And, there are even treats to give your pets a healthy boost. (There's nothing more evil then having a level one pet with about 10 times the amount of ham it's supposed to have — all from a chef item!)

As far as mastering the rest of the chef class, once you have experimentation filled up, it's pretty much your choice on what to do after that point. While you won't make a majority of your profits until you reach master, you'll still be able to sell products on the bazaar to newbies who cannot afford the high prices of the masters.

Resource-wise, you're going to want to keep meat, hide and other "edible" resources handy (items with a high Overall Quality and Potential Energy value). The third (and less

important) resource statistic required by chefs is Flavor, but it's not that big of an issue. Ideally, you'll want to use only OQ and PE resources for a minimum of 1400+ for items you want to sell. Anything lower than that is strictly for learning the class. Expect to pay large sums to scouts to bring in high-quality meats for you — other crafters throughout the galaxy will drive prices up.

POTENTIAL CLASS COMBINATIONS:

The Chef class is perfectly able to function on its own as a viable class. However, if you're looking for something more to enhance your experience, try out several of the other classes that complement the Chef:

Merchant. Merchant can bring you advertising and multiple market vendors. With enough patience, you could almost open up a deli shop on every planet.

Scout. Tired of paying hundreds of thousands of credits to these meat mercenaries? You should easily have enough skill points to pick up Scout and master it. By doing this, you'll gain considerably savings in the organic resource market.

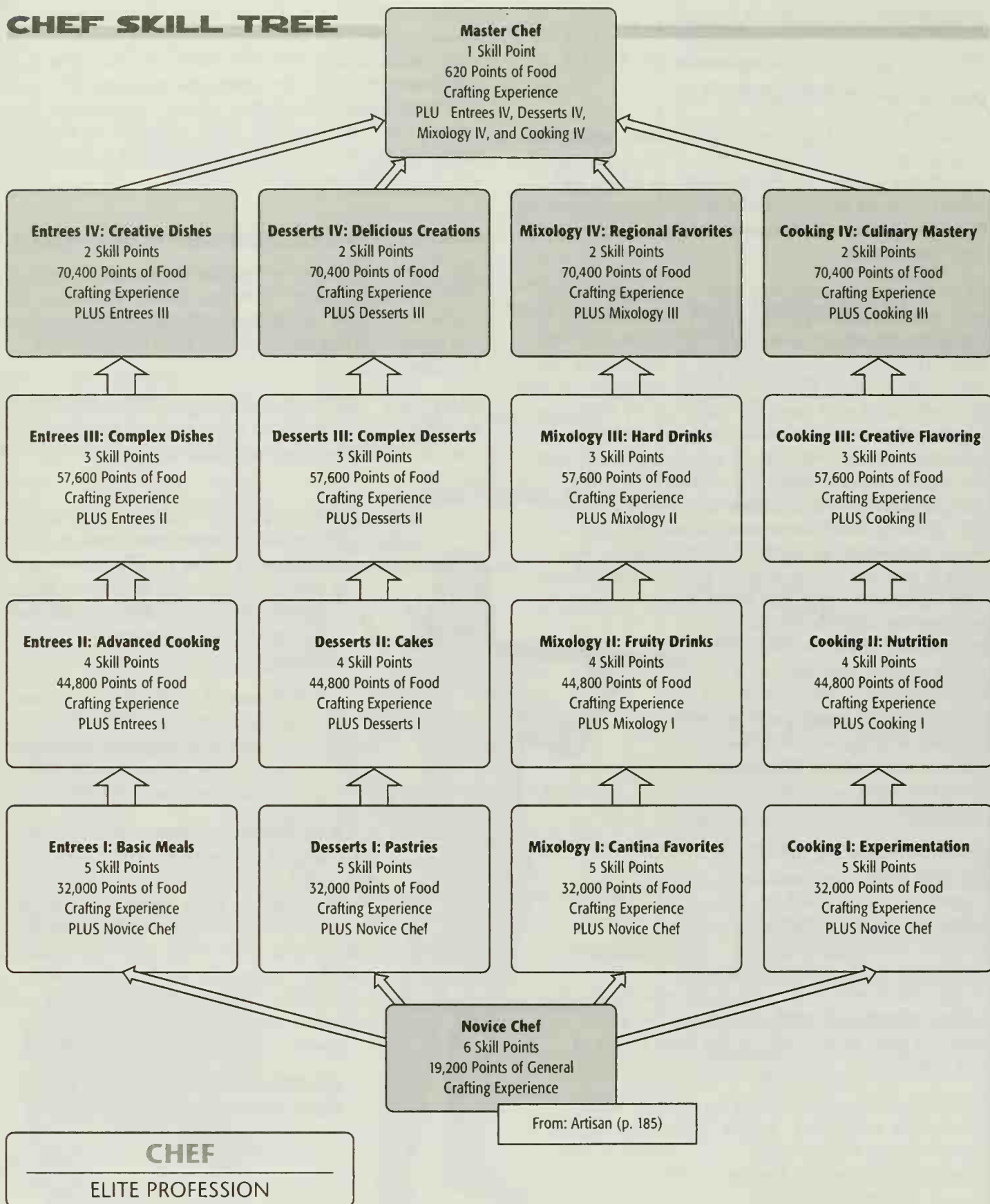
Artisan. If nothing else, at least grab Surveying I. This allows you to drop organic harvesters, saving you some credits when it comes to food creation.

Any Combat Class. Whether you take ranged or melee combat, take Tera Kasi artist if you can make it up the tree. From what I've seen, most creatures do kinetic damage and are fairly susceptible to it as well. Since you'll be hunting a lot of critters for their meat, bones and hide, having a way to actually get the job done makes things so much easier.

Chef Profession researched by Marc Quesnel.



CHEF SKILL TREE



Novice Chef

6 Skill Points

19,200 General Crafting Experience

The Chef learns to make exquisite foods, which can bring temporary and valuable statistic enhancements for other professions.

SKILL MODS	VALUE
Food Assembly	+20
Food Experimentation	+20

COMMANDS & ABILITIES

Air Cake
Alcohol
Almond-Kwewu
Blap Biscuit
Medium Food Additive
Soypro

Entrees I: Basic Meals

5 Skill Points

32,000 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Blood Chowder
Cho-Nor-Hoola
Protato
Synthsteak

Entrees II: Advanced Cooking

4 Skill Points

44,800 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Karkan Ribenes
Omachek
Trimpian
Veghash

Entrees III: Complex Dishes

3 Skill Points

57,600 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Ahrisa
Gruuvan Shaal
Havla
Scrimpi

Entrees IV: Creative Dishes

2 Skill Points

70,400 Food Crafting Experience

Title: Iron Chef

NO SKILL MODS

COMMANDS & ABILITIES

Bivoli Tempian
Rakniran Burnout Sauce
Terratta
Vegeparsine

Desserts I: Pastries

5 Skill Points

32,000 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Bantha Butter
Chandad
Pastebread
Won-Won

Desserts II: Cakes

4 Skill Points

44,800 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Dweezel
Felbar
Parwan Nutricake
Pyollian Cake
Sweet Cake Mix

Desserts III: Complex Desserts

3 Skill Points

57,600 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Citros Snow Cake
Gornnar
Kiwik Clusjo Swirl
Pikatta Pie

Desserts IV: Delicious Desserts

2 Skill Points

70,400 Food Crafting Experience:Title;

Accomplished Baker

NO SKILL MODS

COMMANDS & ABILITIES

Cavaellin Creams
Smuggler's Delight
Sweesonberry Rolls
Vagnerian Canape

Mixology I: Cantina Favorites

5 Skill Points

32,000 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Blue Milk
Corellian Ale
Deutenum-pyro
Gralliny Juice

Mixology II: Fruity Drinks

4 Skill Points

44,800 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Cask
Corellian Brandy
Cortyg
Durindire
Ithorian Mist
Veronian Berry Wine

Mixology III: Hard Drinks

3 Skill Points

57,600 Food Crafting Experience

NO SKILL MODS

COMMANDS & ABILITIES

Accarragm

Garrmorl

T'ssolok

Vasarian Brandy

Mixology IV: Regional Favorites

2 Skill Points

70,400 Food Crafting Experience

Title: Expert Bartender

NO SKILL MODS

COMMANDS & ABILITIES

Bespin Port

Elshandruu Pica Thundercloud

Tilla-T'ill

Vayerbok

Cooking I: Experimentation

5 Skill Points

32,000 Food Crafting Experience

Increases the Chef's ability to specialize the effectiveness of his recipes.

SKILL MODS

VALUE

Food Assembly +10

Food Experimentation +10

NO COMMANDS & ABILITIES

Cooking II: Nutrition

4 Skill Points

44,800 Food Crafting Experience

Increases the Chef's ability to specialize the effectiveness of his recipes.

SKILL MODS

VALUE

Food Assembly +20

Food Experimentation +20

NO COMMANDS & ABILITIES

Cooking III: Creative Flavoring

3 Skill Points

57,600 Food Crafting Experience

Increases the Chef's ability to specialize the effectiveness of his recipes.

SKILL MODS

VALUE

Food Assembly +20

Food Experimentation +20

NO COMMANDS & ABILITIES

Cooking IV: Culinary Mastery

2 Skill Points

70,400 Food Crafting Experience

Title: Culinary Master

Increases the Chef's ability to specialize the effectiveness of his recipes.

SKILL MODS

VALUE

Food Assembly +20

Food Experimentation +20

NO COMMANDS & ABILITIES

Master Chef

1 Skill Point

620 Apprenticeship Experience

The Master Chef can create the most delicious (and beneficial) foods available.

SKILL MODS

VALUE

Food Assembly +10

Food Experimentation +10

COMMANDS & ABILITIES

Barrel

Breath of Heaven

Deneelian Fizz Pudding

Flameout

Heavy Food Additive

Thakitillo

Vercupti of Agazza Boleruuee

Place Cantina



CREATURE HANDLER

"Why, you stuck-up, half-witted, scruffy-looking...nerfherder!"

Derived from Scout, p. 214.

The Creature Handler profession is one of the most unique professions in the game, drawing all of its power from the acquisition and use of **SWG's** vast array of creatures. Neither a combat nor a crafting profession, it is more of a support profession that enhances the character's other trades. For example, reaching Creature Handler requires you to kill and skin animals, which in turn typically requires some form of combat profession. Once you've got your pets, you'll find that in the beginning, they are not much for combat on their own, relying upon you to do the lion's share of the fighting.

Getting to the profession is quite easy, and is in fact one of the easiest elite professions in the game...simply kill and skin things, or skin things others have killed, and push through Exploration and Hunting in Scout. Once you get into the profession, advance simply by finding a pet, taming it and using it in combat.

Unlike other combat professions, the amount of damage a pet does in combat is not linked to the experience points rewarded. All the pet has to do is hit a target once, and it earns all the experience it's going to get. Consequently, it is much better to take your pet with you in a group (especially one that is fighting large numbers of enemies) and have it nip each enemy once, then return to you and target the next enemy. This maximizes the amount of experience you get, while minimizing the amount your pet steals from your groupmates.

GETTING & TRAINING PETS

When it comes to what pets to use, there are two types of Creature Handlers: Those that focus on the creature, and those that focus on the handler. The ones that focus on creature are more Creature Tamers. To them, the greatest challenge is finding that rarest of babies and risking life and limb to tame it and raise it. This player spends a lot of time alone in the wild, with Mask Scent up and working through spawn points, trying to find that perfect spawning spot for an elusive baby. The players who focus on handler are the ones who see the pets as

tanks and support tools, and purchase their pets from Bio Engineers. These types of pets can make the most powerful pets in the game — far more powerful than anything that can be tamed naturally. This allows handlers to get exactly the pet and statistics he or she wants, but without having to sit in the rain waiting for a baby to spawn. These are two separate approaches. Neither is better, for both work extremely well for the players who enjoy them.

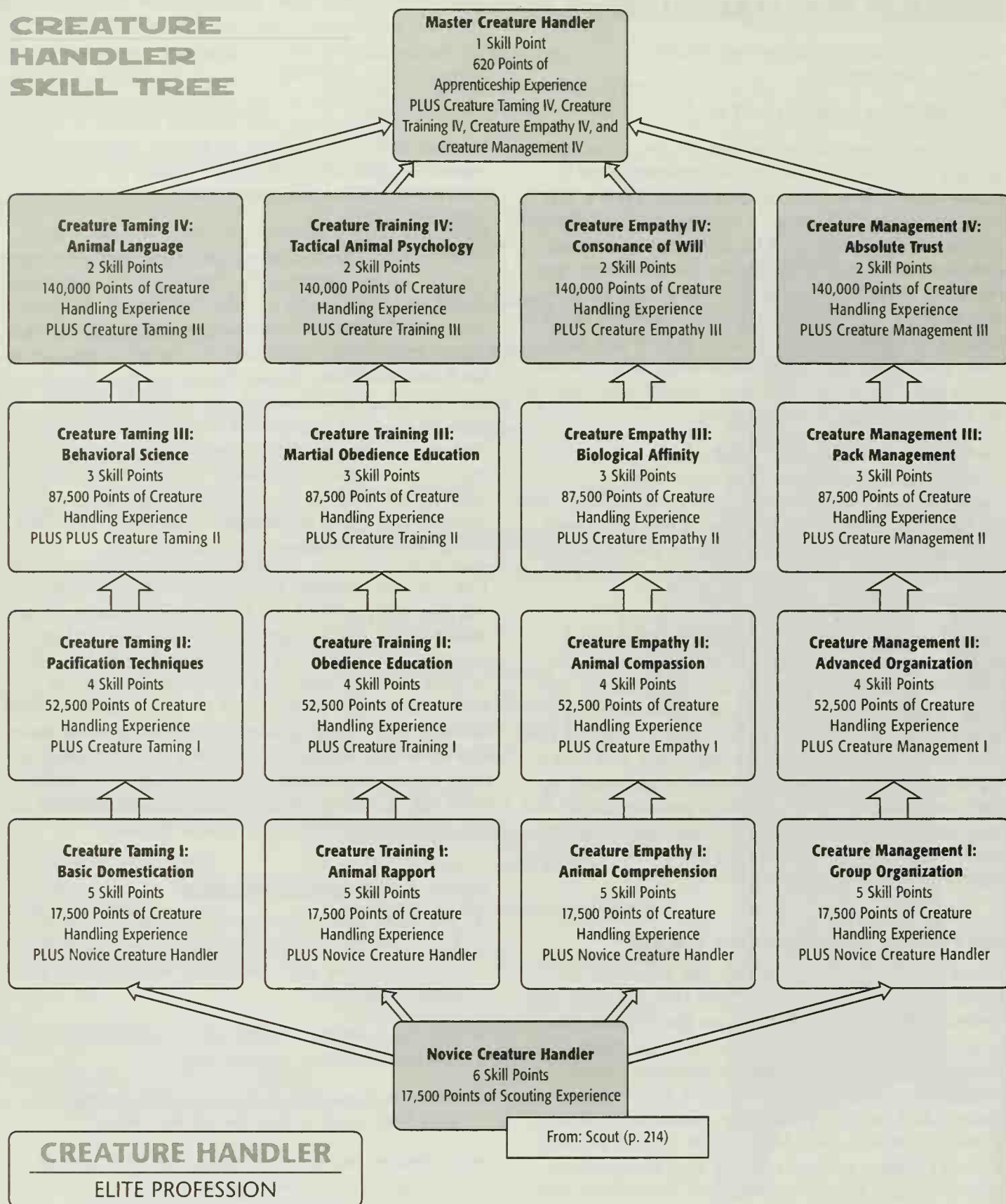
Once you have your pets, you need to train them, which simply involves using the radial menu on your pet and issuing commands. Training a pet with four commands containing a name will name the creature — i.e. "spot kill" followed by "spot follow" and "spot group" and "spot patrol" names a creature Spot. You can then re-train those commands without the name, but the creature still retains it. It's best to train all your pets to use the same commands so that you can set up macro buttons to issue commands quickly without having to type them in manually (and risk typos during a stressful situation). Additionally, using the **/tellpet** channel to train your pet allows you to keep your macros silent.

The Creature Handler profession is an excellent complement to all of the combat professions, since each will be able to apply a different tactic in conjunction with pets. The melee fighters use the pet to soak damage and hold additional enemies at bay, while the ranged fighters use them for tanks to soak damage while they dish out significantly more damage at range, drastically reducing the damage they (and their armor) might otherwise take. With the right set of macros, a prepared Creature Handler has complete control over a pet's behavior.

TIPS FOR CREATURES

- Creatures need Bio-Engineering stim packs to heal, not Medic ones. They heal on their own in and out of the pad (including wounds) at a relatively slow rate.
- Storing a creature clears all "conditions", such as disease, bleeding, poison, etc.
- Non-Creature Handlers can only have and use pets 10th level or less, including mounts.
- Currently, the only creatures that can be trained as mounts are Dewbacks, Bols, Kaadu, Carrion Spats, Falumpasets, Numbabas, Brackasets, Cupa and Bantha.

CREATURE HANDLER SKILL TREE



- Pets can be killed, which reduces their Vitality. It starts at 100/100. When this reaches 0, the pet is destroyed — though advanced Bio Engineers can heal a pet's Vitality.
- When a pet gets low on health, it attempts to flee from combat. When incapacitated, it heals slowly until it regains its feet, just like a player.
- Pets who are left behind (such as if their owner takes a shuttle or ship, or outdistances then with a swoop) auto-store and return to the owner's datapad, as do pets who are out when their owner crashes or logs out.
- While the damage a pet does has nothing to do with the experience rewarded, the pet's level with respect to the target does. Using a level 30 pet on a level 10 target will produce minimal experience, while the reverse will produce a great deal. The key is to always use the lowest pet possible to get the most experience points from the combat. This requires a balance since an incapacitated pet gets you no experience at all. The pet needs to be able to survive the engagement, especially if there are multiple targets involved.
- For PvP, the two most important things for a Creature Handler to understand are targeting themselves and telling the pet to guard them (to help with ambushes) and using the **/tello** channel to give commands (because **/say** and **/shout** are unavailable to incapped/dead players and **/tello** is always available at any range).

Novice Creature Handler

6 Skill Points

17,500 Scouting Experience

Novice Creature Handlers have a basic knowledge of taming wild creatures. They can train their creatures to perform limited acts, such as following or attacking. Eventually, the Creature Handler can grow to handle dangerous creatures.

SKILL MODS	VALUE
Additional Pets	+1
Max level of pets	+12
Stored Pets	+4
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Attack
 Pet Command: Follow
 Pet Command: Store
 Tame

Creature Taming I: Basic Domestication

5 Skill Points

17,500 Creature Handling Experience

The study of time-honored domestication techniques improves a Creature Handler's ability to tame wild creatures. It is also a necessary stepping-stone to ultimately mastering more aggressive creatures.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

NO COMMANDS & ABILITIES

Creature Taming II: Pacification Techniques

4 Skill Points

52,500 Creature Handling Experience

Building on a firm foundation of creature taming methodology, this introduces methods of taming vicious creatures. At this skill level, the Creature Handler can tame lesser aggressive creatures.

SKILL MODS	VALUE
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Max level of pets	+2
Taming Wild Creatures	+10
Taming Vicious Creatures	+10

NO COMMANDS & ABILITIES

Creature Taming III: Behavioral Science

3 Skill Points

87,500 Creature Handling Experience

A Creature Handler who studies the behavioral science of common and uncommon creature types gains unique insights to enhance her abilities. These insights allow the Creature Handler the ability to tame larger, more powerful creature types.

SKILL MODS	VALUE
Max level of pets	+3
Taming Wild Creatures	+5
Taming Vicious Creatures	+10

COMMANDS & ABILITIES

Pet Command: Special Attack One

Creature Taming IV: Animal Language

2 Skill Points

140,000 Creature Handling Experience

The paragon of creature tamers is the one who can speak to animals as easily as her own kind. Through many trials, a Creature Handler of this skill level has learned this secret and is able to train the most difficult and vicious beasts.

SKILL MODS	VALUE
Max level of pets	+5
Taming Wild Creatures	+5
Taming Vicious Creatures	+15

COMMANDS & ABILITIES

Pet Command: Special Attack Two

Creature Training I: Animal Rapport**5 Skill Points****17,500 Creature Handling Experience**

The first step in learning to train a creature is to develop a rapport. A Creature Handler of this skill level understands how to cultivate such a relationship. His creatures listen to basic commands such as "stay."

SKILL MODS	VALUE
Max level of pets	+2
Stored pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Stay

Creature Training II: Obedience Education**4 Skill Points****52,500 Creature Handling Experience**

Creatures are driven by their subconscious and primal desires. Obedience education instructs the Creature Handler in how to overcome these desires and gain a deeper level of control over her pets. A Creature Handler of this skill level can command a creature to faithfully guard an area to its death.

SKILL MODS	VALUE
Max level of pets	+2
Stored pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Guard

Creature Training III: Martial Obedience Education**3 Skill Points****87,500 Creature Handling Experience**

A Creature Handler of this skill level has studied the use of animals in military and law enforcement applications. He is able to train their creature to be vigilant

and aware and to patrol and defend an area from attack.

SKILL MODS	VALUE
Max level of pets	+3
Stored pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Patrol

Creature Training IV: Tactical Animal Psychology**2 Skill Points****140,000 Creature Handling Experience**

The highest level of training involves turning the creature's subconscious hunting instinct into a powerful offensive weapon. This skill level imparts the ability to order a group of creatures into an ordered formation, such a wedge or column.

SKILL MODS	VALUE
Max level of pets	+2
Stored pets	+4
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Formations

Creature Empathy I: Animal Comprehension**5 Skill Points****17,500 Creature Handling Experience**

Animal comprehension involves moving beyond the simple study of behavior into the realm of psychology. Through play and study, a Creature Handler of this skill level begins to understand her creature's thoughts and desires.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Trick 1

Creature Empathy II: Animal Compassion**4 Skill Points****52,500 Creature Handling Experience**

The ongoing study of creature psychology leads to a deep sense of compassion for all life. At this skill level the Creature Handler feels a deep connection to his animals and vice versa. The Creature Handler is able to encourage his pets in battle, increasing their ability to avoid enemy attack.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Embolden Pets

Creature Empathy III: Biological Affinity**3 Skill Points****87,500 Creature Handling Experience**

At this skill level, the Creature Handler has developed a strong and unbreakable affinity with organic life. The handler is able to lend some of her own strength to increase her pet's inherent regenerative powers.

SKILL MODS	VALUE
Max level of pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Trick 2

Creature Empathy IV: Consonance of Will**2 Skill Points****140,000 Creature Handling Experience**

Through extended interaction with creatures, the Creature Handler has established an unparalleled relationship with his pets. The Creature Handler and his pets understand each other and act on each other's behalf. The pets would readily die for their master. At this skill level, the

Creature Handler can push his pets beyond their normal physical and mental limits. By enraging his pets, the Creature Handler can drive them to great acts of ferocity at the cost of their mental focus.

SKILL MODS	VALUE
Max level of pets	+5
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Enrage Pets

Creature Management I: Group Organization

5 Skill Points

17,500 Creature Handling Experience

At this skill level, the Creature Handler can organize her creatures into a group. The Creature Handler has learned how to better control her pets as well as how to keep a close eye on the creature's status in the heat of combat.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Group

Creature Management II: Advanced Organization

4 Skill Points

52,500 Creature Handling Experience

A Creature Handler of this skill level can order his pets to follow others. They will not obey the commands of the target, however.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Follow Other

Creature Management III: Pack Management

3 Skill Points

87,500 Creature Handling Experience

At this point, the Creature Handler has developed the ability to manage multiple creatures at a time. The Creature Handler may now simultaneously control two pets.

SKILL MODS	VALUE
Additional Pets	+1
Max level of pets	+3
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Pet Command: Friend

Creature Management IV: Absolute Trust

2 Skill Points

140,000 Creature Handling Experience

A Creature Handler with the absolute trust of her pets has earned a great thing indeed. Her pets obey orders without question, including permanently becoming the subject of another Creature Handler.

SKILL MODS	VALUE
Max level of pets	+2
Taming Wild Creatures	+5

COMMANDS & ABILITIES

Train Mount

Master Creature Handler

1 Skill Point

620 Apprenticeship Experience

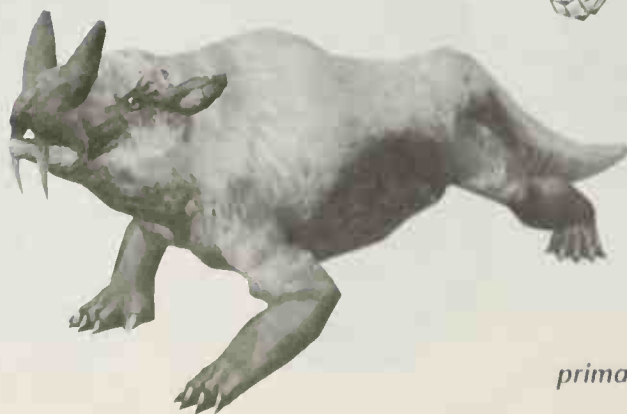
A Master Creature Handler has shared many trials with his pets. The handler has mastered every form of animal communication and has a deep understanding of the nature of life. The Master Creature Handler demands much from his pets and is often surrounded by powerful and fearsome beasts.

SKILL MODS	VALUE
Additional Pets	+1
Max level of pets	+10
Stored Pets	+4
Taming Wild Creatures	+5
Taming Vicious Creatures	+15

COMMANDS & ABILITIES

Pet Command: Ranged Attack

Pet Command: Transfer



DANCER

"You know, sometimes I even amaze myself."

Derived from Entertainer, p. 198.

"So you like to be the center of attention? You are at your best when all eyes are on you? One slip and you will look like an amateur, but if you hit that flourish and dazzle at just the right time, you know you will have the audience in your hands and your name will be spoken with respect."

—Besty, lead dancer in the Lucky Despot, Mos Eisley

Dancers do not need to be divas to be successful. This profession demands a balance of being nimble on your feet and quick with your tongue. Dancers serve a functional role for healing the mind wounds and Battle Fatigue of combatants. Just as important, they also act as the hub for social interaction in the galaxy. People are drawn to the cantinas that Dancers perform in to swap battle stories, find friends, or just relax and enjoy the performance.

A Dancer specialist has access to a broad selection of dances as well as some special crowd-pleasing effects. Dances range from the energetic Rhythmic to the show-stopping Poplock and the graceful Formal. Highly skilled Dancers can seduce their audience with the beauty of Exotic and impress them with the precise leaps and pirouettes of Lyrical. In all, a Dancer has eight dances, each with at least two variations and eight flourishes. For those nights when the



crowd is being tough, a Dancer can spice up her performance with some special effects such as Spot Light, Dazzle, or Smoke Bomb!

For the adventurous Dancers who want to see a little combat, they can serve as a valuable asset in a group by healing mind wounds and providing mind buffs. A Dancer's homes will always be the cantinas and theaters, though. The successful ones can take their act on the road and see the galaxy while doing what they love.

—Ben Estabrook

TIPS TO SUCCESS AS A DANCER:

- **Work the crowd.** Getting people to watch you is the best and fastest way to gain the XP you need to make master. Greet people and be friendly — it will get people to notice you, help you to gain repeat customers and get you the tips you need for training.
- **Join a group.** Find a big spaceport city with a lot of people. Mos Eisley and Theed are some great places to start. Get to the cantina and join the Entertainer group. You will all benefit from a larger group with an XP bonus.
- **Don't macro in public.** Okay, so we've all seen the entertainers that are clearly macroing in the cantina. Players hate this behavior so don't do it. If you're going to set up a macro to gain certain types of XP, dancing XP is most common since it doesn't require an audience. So, do it in someone's home or a theatre. There is nothing more annoying than to see a dancer spamming for tips in the cantina during a macro.
- **Don't spam for tips — at least don't do it in an annoying way.** It's commonly known that you need money to train, and tipping is one of the best ways for dancers to make money. But instead of begging for it, work for it. Making simple conversation with your fellow players is one of the best ways to get tips. Begging will get you nowhere fast.
- **Ask other dancers for training.** When you don't have any money, ask a fellow dancer for training. Chances are that they'll need the apprentice points.

- * **Find a good tailor.** A little known key to success is looking good! There are many options, ranging from a revealing fleshwrap to an elegant evening gown. Get some snappy duds that complement the dance you are performing. Not only does it look better; you'll also gain a larger audience.

MIND BUFFS

Here is the quick and dirty guide to mind buffing. All dancers can do them, but it takes longer to apply a good mind buff to another player at the lower levels.

When a customer comes in and asks you about mind buffs, ask if they want a one-hour buff, or a two-hour buff. Most will answer two.

Let the customer know how much the buff will cost up front. Many master dancers currently charge about 5,000 credits for a mind buff. The going rate will change, of course, so stay on top of your market.

Inform them that a five-minute dance yields a one-hour buff, and a ten-minute dance yields a two-hour buff.

Select the person asking for the buff and type **/setperform**. Let them know that they need to be watching you in order for the buff to work. Make sure you do not select any other person or object; you are focusing all your energy and attention on one person. If you do select something else at any time during the five minutes, the buff fails and you have to start over.

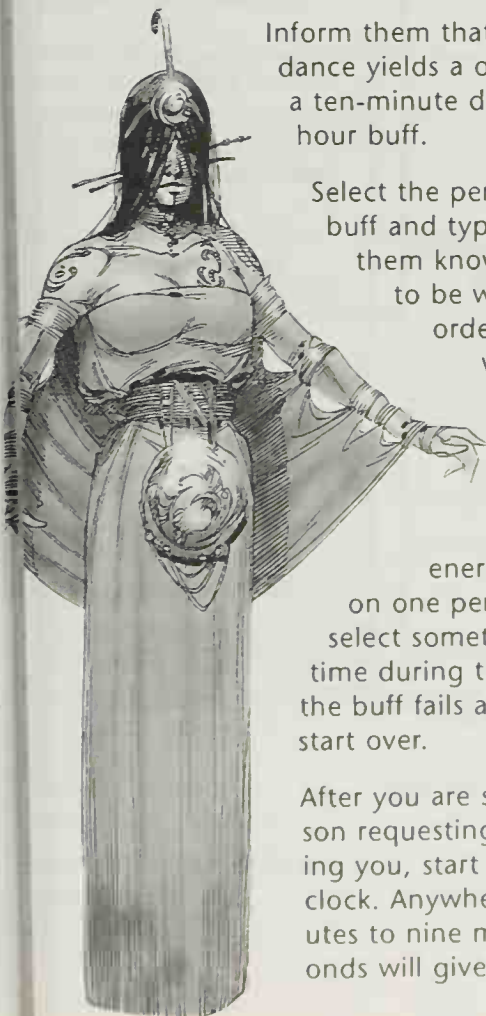
After you are sure that the person requesting the buff is watching you, start watching the clock. Anywhere from five minutes to nine minutes and 59 seconds will give them a one-hour

buff. Anything over ten minutes will give them a two-hour buff. Anything less than five minutes cancels the buff, and you will have to start again.

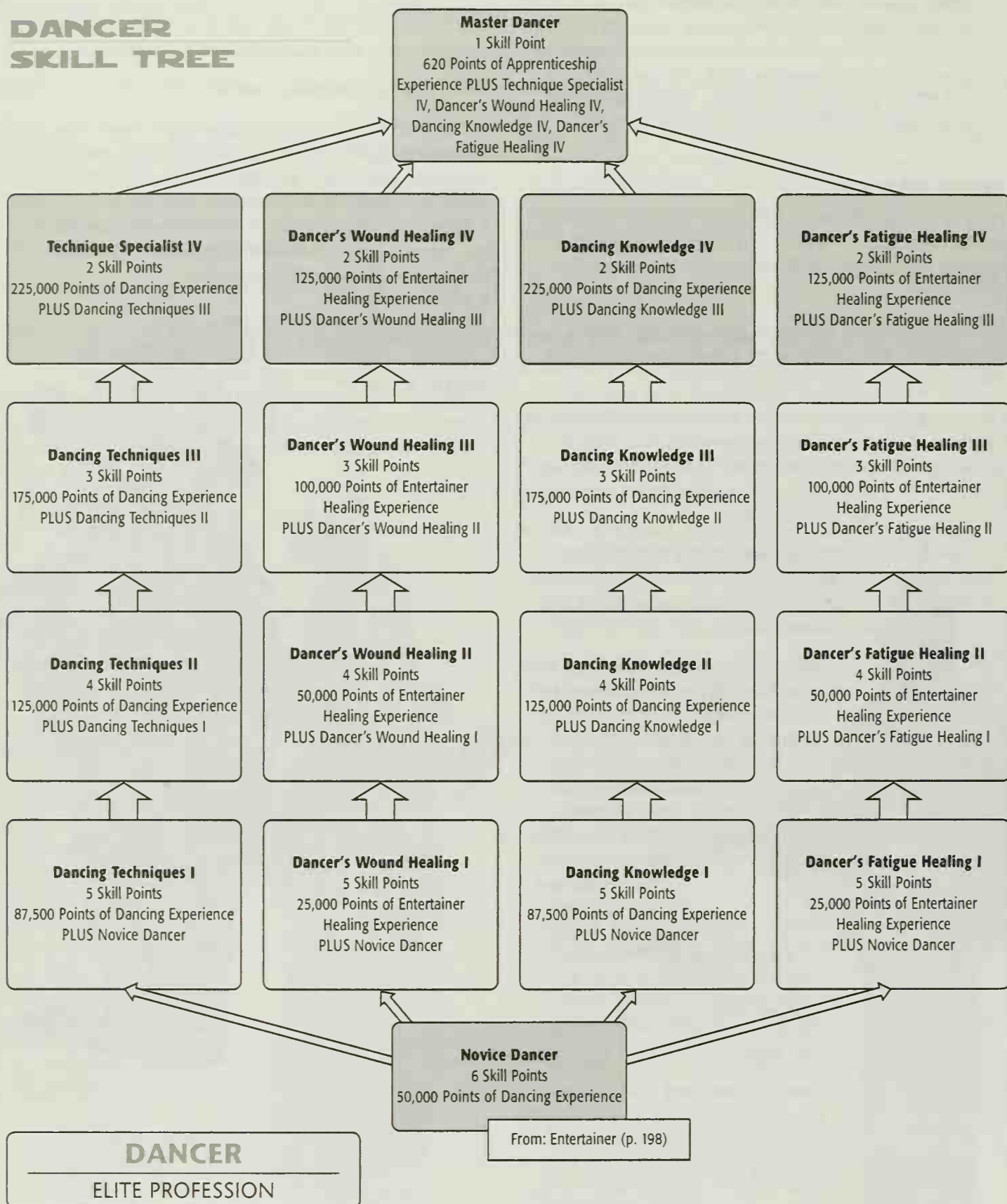
Now, put on a show!

At the end of the five- or ten-minute mark (depending on the buff), tell the customer they can stop watching you. They should see a boost in their mind pool once they stop watching you. If you did it correctly, you will see their mind pool bar jump up. Novice Dancers and higher do a 75% mind buff, while a Master Dancer does a 100% buff.

Dancer Profession
researched by
Kristin Bates.



DANCER SKILL TREE



Novice Dancer

6 Skill Points

50,000 Dancing Experience

The Dancer uses his skill to heal the minds of those who watch him perform. The beginning Dancer, through not extremely skilled, can be nearly as entertaining to watch as the Master Dancer.

SKILL MODS	VALUE
Battle Fatigue Healing (Dancing)	+10
Dance Knowledge	+10
Dancing Mind Enhancement	+10
Wound Healing (Dancing)	+5

COMMANDS & ABILITIES

Poplock (Dance)
Popular (Dance)
Register Location with Planetary Map

Dancing Techniques I

5 Skill Points

87,500 Dancing Experience

Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance** list to see a list of available dances.

SKILL MODS	VALUE
Dancing Mind Enhancement	+10

COMMANDS & ABILITIES

Colored Lights
Dazzle
Spot Light

Dancing Techniques II

4 Skill Points

125,000 Dancing Experience

Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance** list to see a list of available dances.

SKILL MODS	VALUE
Dancing Mind Enhancement	+10

COMMANDS & ABILITIES

Distract

Dancing Techniques III

3 Skill Points

175,000 Dancing Experience

Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance** list to see a list of available dances.

SKILL MODS	VALUE
Dancing Mind Enhancement	+20

COMMANDS & ABILITIES

Smoke Bomb

Technique Specialist IV

2 Skill Points

225,000 Dancing Experience

Improves the Dancer's ability to perform certain dances, conveying improved healing abilities. Use **/startdance** list to see a list of available dances.

SKILL MODS	VALUE
Dancing Mind Enhancement	+25

NO COMMANDS & ABILITIES

Dancer's Wound Healing I

5 Skill Points

25,000 Entertainer Healing Experience

Improves the Dancer's ability to heal wounds.

SKILL MODS	VALUE
Wound Healing (Dancing)	+5

NO COMMANDS & ABILITIES

Dancer's Wound Healing II

4 Skill Points

50,000 Entertainer Healing Experience

Improves the Dancer's ability to heal wounds.

SKILL MODS	VALUE
Wound Healing (Dancing)	+10

NO COMMANDS & ABILITIES

Dancer's Wound Healing III

3 Skill Points

100,000 Entertainer Healing Experience

Improves the Dancer's ability to heal wounds.

SKILL MODS	VALUE
Wound Healing (Dancing)	+10

NO COMMANDS & ABILITIES

Dancer's Wound Healing IV

2 Skill Points

125,000 Entertainer Healing Experience

Improves the Dancer's ability to heal wounds.

SKILL MODS	VALUE
Wound Healing (Dancing)	+15

NO COMMANDS & ABILITIES

Dancing Knowledge I

5 Skill Points

87,500 Dancing Experience

Grants the Dancer a wider variety of dances and flourishes. Use **/startdance** list to see the list of available dances and flourishes.

SKILL MODS	VALUE
Dance Knowledge	+10

COMMANDS & ABILITIES

Popular 2 (Dance)

Dancer's Knowledge II

4 Skill Points

125,000 Dancing Experience

Grants the Dancer a wider variety of dances and flourishes. Use **/startdance** list to see the list of available dances and flourishes.

SKILL MODS	VALUE
Dance Knowledge	+10

COMMANDS & ABILITIES

Poplock 2 (Dance)

Dancer's Knowledge III

3 Skill Points

175,000 Dancing Experience

Grants the Dancer a wider variety of dances and flourishes. Use **/startdance** list to see the list of available dances and flourishes.

SKILL MODS	VALUE
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Dance Knowledge	+10
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COMMANDS & ABILITIES

Lyrical 2 (Dance)

Dancing Knowledge IV

2 Skill Points

225,000 Dancing Experience

Grants the Dancer a wider variety of dances and flourishes. Use **/startdance** list to see the list of available dances and flourishes.

SKILL MODS	VALUE
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Dance Knowledge	+10
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COMMANDS & ABILITIES

Exotic (Dance)

Exotic 2 (Dance)

Dancer's Fatigue Healing I

5 Skill Points

25,000 Entertainer Healing Experience

Improves the Dancer's ability to heal Battle Fatigue.

SKILL MODS	VALUE
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Battle Fatigue Healing (Dancing)	+10
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NO COMMANDS & ABILITIES

Dancer's Fatigue Healing II

4 Skill Points

50,000 Entertainer Healing Experience

Improves the Dancer's ability to heal Battle Fatigue.

SKILL MODS	VALUE
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Battle Fatigue Healing (Dancing)	+10
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NO COMMANDS & ABILITIES

Dancer's Fatigue Healing III

3 Skill Points

100,000 Entertainer Healing Experience

Improves the Dancer's ability to heal Battle Fatigue.

SKILL MODS	VALUE
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Battle Fatigue Healing (Dancing)	+20
----------------------------------	-----

NO COMMANDS & ABILITIES

Master Dancer's Shock Healing

2 Skill Points

125,000 Entertainer Healing Experience

Improves the Dancer's ability to heal Battle Fatigue.

SKILL MODS	VALUE
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Battle Fatigue Healing (Dancing)	+25
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NO COMMANDS & ABILITIES

Master Dancer

1 Skill Point

620 Apprenticeship Experience

The Master Dancer knows all dances and dancing abilities, and has all the tools to put on a professional dance production.

SKILL MODS	VALUE
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Battle Fatigue Healing (Dancing)	+25
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Dance Knowledge	+10
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Dancing Mind Enhancement	+25
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Melee Defense	+7
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Ranged Defense	+7
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Wound Healing (Dancing)	+15
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COMMANDS & ABILITIES

Exotic 3 (Dance)

Exotic 4 (Dance)

Lyrical 2 (Dance)

Place Cantina

Place Theater

SKILL LEVEL LEARNED	DANCES
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Novice Dancer	Poplock, Popular
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Dance Knowledge I	Popular 2
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Dance Knowledge II	Poplock 2
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Dance Knowledge III	Lyrical
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Dance Knowledge IV	Exotic, Exotic 2
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Master Dancer	Exotic 3, Exotic 4, Lyrical 2
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DOCTOR

"Rest easy, son, you've had a busy day. You're fortunate to be all in one piece."

Derived from Medic, p. 208.

Welcome to the world of a Doctor! You are almost ready to start, but first you must gather a few things:

- About 25K each of Lokian Wild Wheat and Tatooian fiberplast (crafting portion of Doctor)
- A medical droid (if you want to travel)
- Batteries for your droid
- Vasarian Brandy (if you heal many people quickly)
- Stim As (crafted) or Stim Bs (bought)
- Stethoscope (can't live without it)

Once you gather these items, you'll want to craft (grind) out Advanced Biological Effect Controllers or find people to heal until you get Heal Enhance.

Doctors on the Road

When Doctors are mobile, they can heal wounds or enhance players' HAM when they aren't in a medical center. To do this, Doctors need to purchase a medical droid from a Droid Engineer. The recommended fittings for such a droid are a 110 Medical Capacity Rating, a Food and Chemical Crafting Station, and a Droid Storage Unit (10 items). The type of droid does not matter, since most medical droids do not see any sort of combat - a MSE Droid will work just fine.

Healing as a Doctor - Who and Where

Healing and taking care of the sick is what the Doctor Profession is all about. The best place to find people to heal is obviously in a medical center. What did you say? You want to be adventurous and get out of the med center? Getting together with a hunting party is an excellent way to have a great time and to gain experience if you aren't already a master. Usually, these hunting parties will require buffs and are more than happy to cover your costs.

Complementary Professions

The following skills go very nicely with Doctor - Artisan (survey for resources), Scout (harvest your own meat). Teras Kasi (no need for any weapons - good combat

profession), and Chef (make and sell foods while you buff - not to mention you can make your own Bivoli Tempari). Or, go for a Master Doc - Master Teras Kasi - Scout 0/0/1/0 and have friends or guildies find good resource spots for you to place your harvesters.

Notable Skills

Drag Incapacitated Player. This skill allows you to drag an incapacitated player who has either consented you or is a member of your group.

Revive Player. Similarly, this skill allows you to bring a player back to life that has fallen in combat.

Heal Enhance. This highly useful skill grants you the ability (if you have the correct enhancement packs) to extend a player's HAM bar.

Tips from Doctors

Note: All tips are quotes from Doctor players scattered throughout the Test Center Galaxy

"The medical droid is a Doctor's best friend. Treat it with the utmost respect, and don't forget to keep batteries on hand." - Phorple

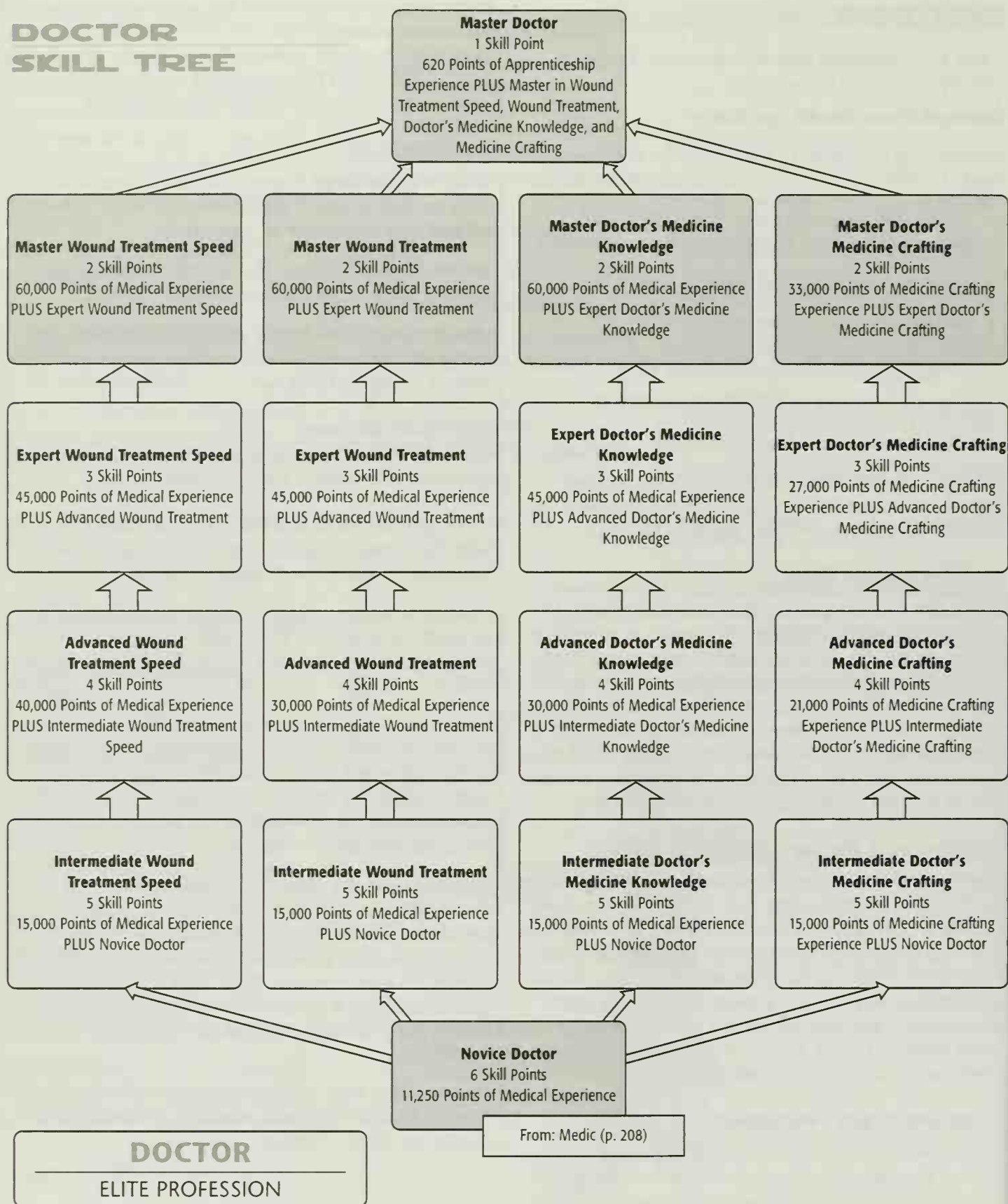
"Get yourself some Bivoli Tempari with at least +23 to Injury and Wound Treatment. If you are buffing, these will help out a lot - +25 is the best if you can find it" - Phorple

"Be a Doc because you enjoy it, not because there is a lot of money to be made buffing others. Buffing is the end game for Doctors. When people rush to buff, it ruins the effect in my eyes. Yes, I can buff now (and buff very well) but I'm not a buffing doc; I'm a playing Doc." - Ykkett

"It's all about the resources; every component of every medical item you craft requires resources with certain attributes. Using the maximum quality resource in each and every component assures the maximum effectiveness. Most seasoned Doctors spend weeks at a time and thousands of credits before even offering medical services to the public" - Calebzilla

"Go to a city with the specialization of Medical Center. This will enhance healing / enhancements (buffs) by 10%" - Tribble

DOCTOR SKILL TREE



Novice Doctor

6 Skill Points

11,250 Medicine Experience

When wounds are too serious to be healed on the field, you need a Doctor's attention. With the proper equipment, resources, and setting a Doctor can heal all manner of physical wounds and damage.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10
Medicine Use	+5
Wound Treatment Speed	+5
Wound Treatment	+5

COMMANDS & ABILITIES

Blinded State Medpack A
Cure Poison Medpack A
Dizzy State Stimpack A
Heal State
Register Location with Planetary Map

Intermediate Wound Treatment Speed

5 Skill Points

15,000 Medicine Experience

Enhances the speed at which a Doctor can heal wounds.

SKILL MODS	VALUE
Wound Treatment Speed	+15

NO COMMANDS & ABILITIES

Advanced Wound Treatment Speed

4 Skill Points

30,000 Medicine Experience

Enhances the speed at which a Doctor can heal wounds.

SKILL MODS	VALUE
Wound Treatment Speed	+15

NO COMMANDS & ABILITIES

Cure Poison

Expert Wound Treatment Speed

3 Skill Points

45,000 Medicine Experience

Enhances the speed at which a Doctor can heal wounds.

SKILL MODS	VALUE
Wound Treatment Speed	+15

COMMANDS & ABILITIES

Extinguish Fire

Master Wound Treatment Speed

2 Skill Points

60,000 Medicine Experience

Enhances the speed at which a Doctor can heal wounds.

SKILL MODS	VALUE
Wound Treatment Speed	+25

COMMANDS & ABILITIES

Cure Disease

Intermediate Wound Treatment

5 Skill Points

15,000 Medicine Experience

Teaches how to heal significant wounds when in a hospital.

SKILL MODS	VALUE
Wound Treatment	+10

NO COMMANDS & ABILITIES

Advanced Wound Treatment

4 Skill Points

30,000 Medicine Experience

Teaches how to heal significant wounds when in a hospital.

SKILL MODS	VALUE
Wound Treatment	+15

COMMANDS & ABILITIES

Heal Enhance

Expert Wound Treatment

3 Skill Points

45,000 Medicine Experience

Teaches how to heal significant wounds when in a hospital.

SKILL MODS	VALUE
Wound Treatment	+15

NO COMMANDS & ABILITIES

Master Wound Treatment

2 Skill Points

60,000 Medicine Experience

Teaches how to heal significant wounds when in a hospital.

SKILL MODS	VALUE
Wound Treatment	+25

COMMANDS & ABILITIES

Revive Player

Intermediate Doctor's Medicine Knowledge

5 Skill Points

15,000 Medicine Experience

Improves the Doctor's overall healing ability.

SKILL MODS	VALUE
Medicine Use	+5

NO COMMANDS & ABILITIES

Advanced Doctor's Medicine Knowledge

4 Skill Points

30,000 Medicine Experience

Improves the Doctor's overall healing ability.

SKILL MODS	VALUE
Medicine Use	+10

NO COMMANDS & ABILITIES

Expert

Doctor's Medicine Knowledge

3 Skill Points

45,000 Medicine Experience

Improves the Doctor's overall healing ability.

SKILL MODS	VALUE
Medicine Use	+10

NO COMMANDS & ABILITIES

Master

Doctor's Medicine Knowledge

2 Skill Points

60,000 Medicine Experience

Improves the Doctor's overall healing ability.

SKILL MODS	VALUE
Medicine Use	+10

NO COMMANDS & ABILITIES

Intermediate

Doctor's Medicine Crafting

5 Skill Points

15,000 Medicine Crafting Experience

Allows the Doctor to craft superior medicines.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Cure Disease Medpack A
Enhance Action Medpack A
Enhance Health Medpack A
Intimidated State Medpack A
Stun State Stimpack A

Advanced

Doctor's Medicine Crafting

4 Skill Points

21,000 Medicine Crafting Experience

Allows the Doctor to craft superior medicines.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Action Wound Medpack C
Cure Poison Medpack B
Enhance Action Medpack-B
Enhance Constitution Medpack A
Enhance Health Medpack-B
Enhance Quickness Medpack A
Enhance Stamina Medpack A
Enhance Strength Medpack A
Health Wound Medpack C

Expert

Doctor's Medicine Crafting

3 Skill Points

27,000 Medicine Crafting Experience

Allows the Doctor to craft superior medicines.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Constitution Wound Medpack C
Cure Disease Medpack B
Enhance Action Medpack C
Enhance Constitution Medpack B
Enhance Health Medpack C
Enhance Quickness Medpack B
Enhance Stamina Medpack B
Enhance Strength Medpack B
Quickness Wound Medpack C
Small Stimpack E
Stamina Wound Medpack C
Strength Wound Medpack C

Master

Doctor's Medicine Crafting

2 Skill Points

33,000 Medicine Crafting Experience

Allows the Doctor to craft superior medicines.

SKILL MODS	VALUE
Medicine Assembly	+10
Medicine Experimentation	+10

COMMANDS & ABILITIES

Action Wound Medpack D
Constitution Wound Medpack D
Cure Poison Medpack C
Enhance Action Medpack D
Enhance Constitution Medpack C
Enhance Health Medpack D
Enhance Quickness Medpack C
Enhance Stamina Medpack C
Enhance Strength Medpack C
Health Wound Medpack D
Quickness Wound Medpack D
Resuscitation Kit
Stamina Wound Medpack D
Strength Wound Medpack D

Master Doctor

1 Skill Point

620 Apprenticeship Experience

The Master Doctor can heal nearly any health or action wound if given the proper equipment and environment. He also can craft highly effective medicines.

SKILL MODS	VALUE
Wound Treatment	+25
Wound Treatment Speed	+25
Medicine Use	+10

COMMANDS & ABILITIES

Action Wound Medpack E
Constitution Wound Medpack E
Cure Disease Medpack C
Enhance Constitution Medpack D
Enhance Quickness Medpack D
Enhance Stamina Medpack D
Enhance Strength Medpack D
Health Wound Medpack E
Quickness Wound Medpack E
Stamina Wound Medpack E
Strength Wound Medpack E
Place Hospital

DROID ENGINEER

"Having trouble with your droid?"

Derived from Artisan, p. 185.

Ever hear a droid say, "Thank the Maker"? It's not talking about theology. It's talking about the engineer who made it.

Though the Droid Engineer's creations are often slighted by living creatures, they are still very much in demand. Every living creature has shortcomings—gaps in his or her knowledge database. From medical attention to repair work, from powering installations to just plain lifting things, droids do the simple jobs that many living creatures have never bothered to learn how to do.

Droid Engineers are responsible for everything put into the droid. They construct the chassis. They place the motivators. They program the personality. If a droid has problems, don't blame the droid; blame the Engineer who built it. And while many Engineers have made their fortunes in the mass production of popular lines of droids, the real love of Droid Engineers is to tinker with their creations. They add all sorts of accessories to a base model blueprint: extra manipulator arms, added sensor packages, armor plating, even custom paint jobs.

If sitting around a workshop all day does not sound like the life you want to lead, you may not want to be a Droid Engineer. It could still be a hobby, and a good way to earn money, especially from Bounty Hunters looking for tracking droids.

— Jeff Sanders

Novice Droid Engineer

6 Skill Points

28,800 General Crafting Experience

The Droid Engineer can construct droids for a variety of purposes, including combat, crafting, or simply carrying heavy objects.

SKILL MODS	VALUE
Droid Assembly	+10
Droid Customization	+32
Droid Experimentation	+20

COMMANDS & ABILITIES

Capacitor Discharge Unit	Level 1 Droid
Deed: MSE Droid	Item Storage Module
Diagnostic Circuit	Level 1 Droid
Droid Armor Module 1	Medical Module
Droid Customization Kit	Manipulator Arm
Droid Motive System	Playback Module
Droid Storage Compartment	Redundant Power Supply
Effects Module (Avian)	Repair Unit Casing
Effects Module (Foam)	Stupid Droid
Level 1 Droid Data Module	Personality Chip
	Unit Delivery Cartridge

Intermediate Droid Production

5 Skill Points

48,000 Droid Crafting Experience

Teaches additional schematics for droid component construction.

NO SKILL MODS

COMMANDS & ABILITIES

Creature Harvest Module
Effects Module (Electric Fog)
Level 1 Droid Structure Maintenance Module
Level 2 Droid Data Module
Level 2 Droid Item Storage Module
Level 2 Droid Medical Module
Merchant Barker Module
Sarcastic Droid Personality Chip
Weapon Droid Crafting Station Module

Advanced Droid Production

4 Skill Points

67,200 Droid Crafting Experience

Teaches additional schematics for droid component construction.

NO SKILL MODS

COMMANDS & ABILITIES

Effects Module (Confetti)
Level 3 Droid Data Module
Level 3 Droid Item Storage Module
Level 3 Droid Medical Module
Prissy Droid Personality Chip
Scout Trap Projectile Unit
Stimpack Dispenser Module

Expert Droid Production

3 Skill Points

86,400 Droid Crafting Experience

Teaches additional schematics for droid component construction.

NO SKILL MODS

COMMANDS & ABILITIES

Auto-Repair Module
Effects Module (Mind Bloom)
General Droid Module Socket Cluster
Level 2 Droid Structure Maintenance Module
Level 4 Droid Data Module
Level 4 Droid Item Storage Module
Level 4 Droid Medical Module
Worshipful Droid Personality Chip

Master Droid Production

2 Skill Points

105,600 Droid Crafting Experience

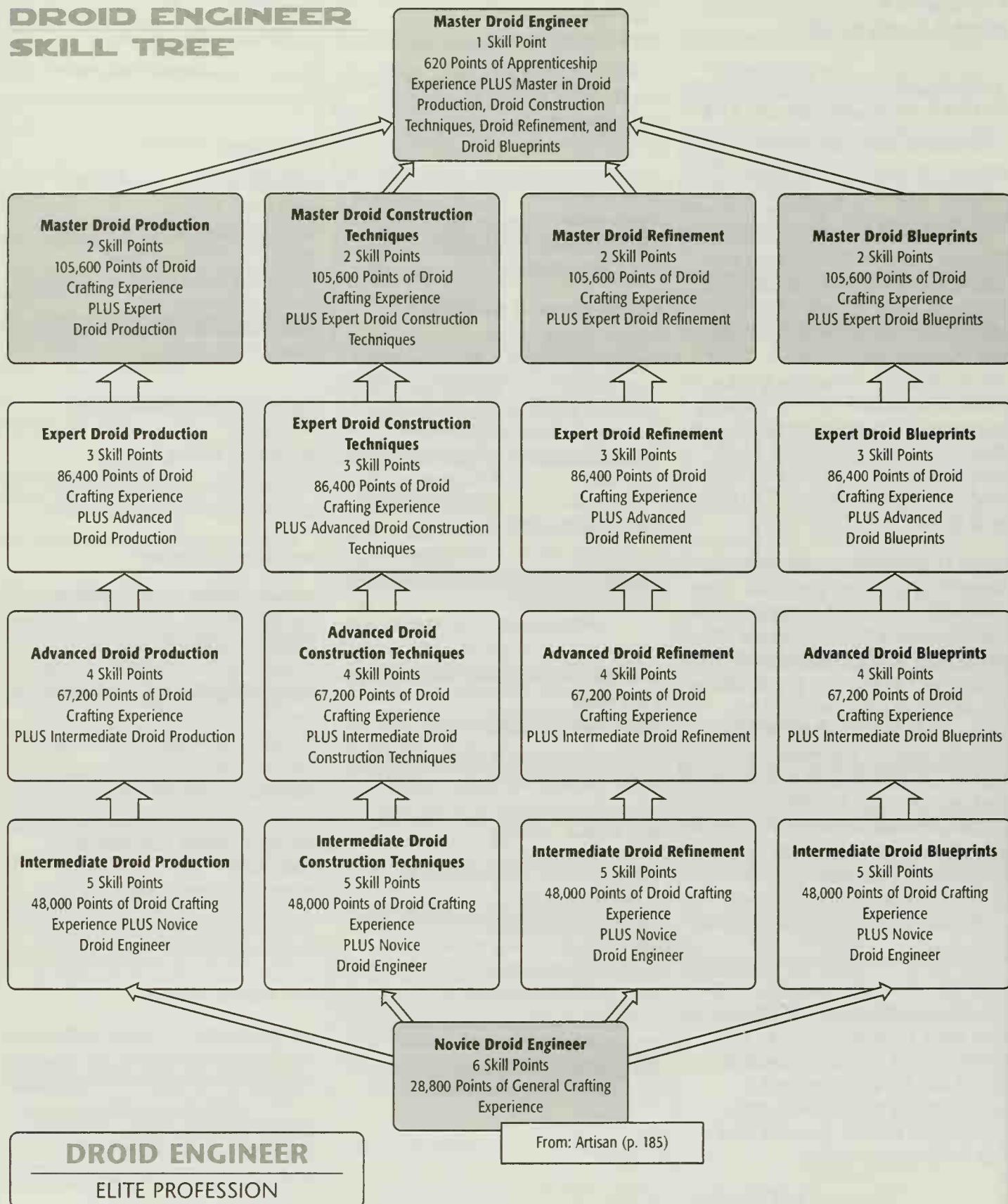
Teaches additional schematics for droid component construction.

NO SKILL MODS

COMMANDS & ABILITIES

Effects Module (Dancing Jawa)
Level 5 Droid Data Module
Level 5 Droid Item Storage Module
Level 5 Droid Medical Module
Slang Droid Personality Chip
Structure Droid Crafting Station Module

DROID ENGINEER SKILL TREE



Intermediate Droid Construction Techniques

5 Skill Points

48,000 Droid Crafting Experience

Improves the Droid Engineer's ability to specialize specific droid qualities.

NO SKILL MODS

COMMANDS & ABILITIES

Droid Armor Module 2

Droid Reconstruction Kit A

Advanced Droid Construction Techniques

4 Skill Points

67,200 Droid Crafting Experience

Improves the Droid Engineer's ability to specialize specific droid qualities.

NO SKILL MODS

COMMANDS & ABILITIES

Combat-Capable Socket Cluster

Droid Armor Module 3

Droid Combat Module

Droid Reconstruction Kit B

Droid Repair Module

Food Droid Crafting Station Module

Expert Droid Construction Techniques

3 Skill Points

86,400 Droid Crafting Experience

Improves the Droid Engineer's ability to specialize specific droid qualities.

NO SKILL MODS

COMMANDS & ABILITIES

Clothing Droid Crafting Station Module

Droid Armor Module 4

Droid Reconstruction Kit C

Master Droid Construction Techniques

2 Skill Points

105,600 Droid Crafting Experience

Improves ability to specialize specific droid qualities.

NO SKILL MODS

COMMANDS & ABILITIES

Droid Armor Module 5

Droid Reconstruction Kit D

Intermediate Droid Refinement

5 Skill Points

48,000 Droid Crafting Experience

Teaches the Droid Engineer additional schematics for droid component construction.

SKILL MODS	VALUE
Droid Experimentation	+10
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit A

Advanced Droid Refinement

4 Skill Points

14,000 Droid Crafting Experience

Teaches the Droid Engineer additional schematics for droid component construction.

SKILL MODS	VALUE
Droid Experimentation	+20
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit B

Expert Droid Refinement

3 Skill Points

86,400 Droid Crafting Experience

SKILL MODS	VALUE
Droid Experimentation	+20
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit C

Master Droid Refinement

2 Skill Points

105,600 Droid Crafting Experience

Teaches the Droid Engineer additional schematics for droid component construction.

SKILL MODS	VALUE
Droid Experimentation	+20
Droid Customization	+8

COMMANDS & ABILITIES

Droid Repair Kit D

Intermediate Droid Blueprints

5 Skill Points

48,000 Droid Crafting Experience

Teaches the Droid Engineer additional schematics for droid construction.

SKILL MODS	VALUE
Droid Assembly	+10

COMMANDS & ABILITIES

Deed for: DZ70 Droid

Deed for: MSE Droid, Advanced Model

Deed for: R5 Droid

Deed for: Treadwell Droid

Droid Sensor Package

Manipulator Arm Package Set

Seeker Droid

Advanced Droid Blueprints

4 Skill Points

67,200 Droid Crafting Experience

Teaches the Droid Engineer additional schematics for droid construction.

SKILL MODS	VALUE
Droid Assembly	+20

COMMANDS & ABILITIES

Advanced Droid Deed: R4 Droid

Frame Unit Deed: R5 Droid,

Advanced Droid Advanced Model

Motive System Deed: WED Treadwell,

Deed: DZ70 Droid, Advanced Model

Advanced Model Droid Blueprint

Deed: Power Droid R4 ADV Droid Chess

Expert Droid Blueprints

3 Skill Points

86,400 Droid Crafting Experience

Teaches the Droid Engineer additional schematics for droid construction.

SKILL MODS	VALUE
Droid Assembly	+20

COMMANDS & ABILITIES

Advanced Droid Brain
Arakyd Probe Droid
Deed for: LE Repair Droid
Deed for: Power Droid, Advanced Model
Deed for: Probot
Deed for: R2 Droid
Deed for: R4 Droid, Advanced Model
Deed for: Surgical Droid
LE Repair ADV Droid Chassis
Probot ADV Droid Chassis
R2 ADV Droid Chassis
Surgical ADV Droid Chassis

Master Droid Blueprints

2 Skill Points

105,600 Droid Crafting Experience

Teaches the Droid Engineer additional schematics for droid construction.

SKILL MODS	VALUE
Droid Assembly	+20

COMMANDS & ABILITIES

Binary Load Lifter ADV Droid Chassis
Deed for: Binary Load Lifter Droid
Deed for: LE Repair Droid, Advanced Model
Deed for: Probot, Advanced Model
Deed for: Protocol Droid
Deed for: R2 Droid, Advanced Model
Deed for: R3 Droid
Deed for: Surgical Droid, Advanced Model
Protocol ADV Droid Chassis
R3 ADV Droid Chassis

Master Droid Engineer

1 Skill Point

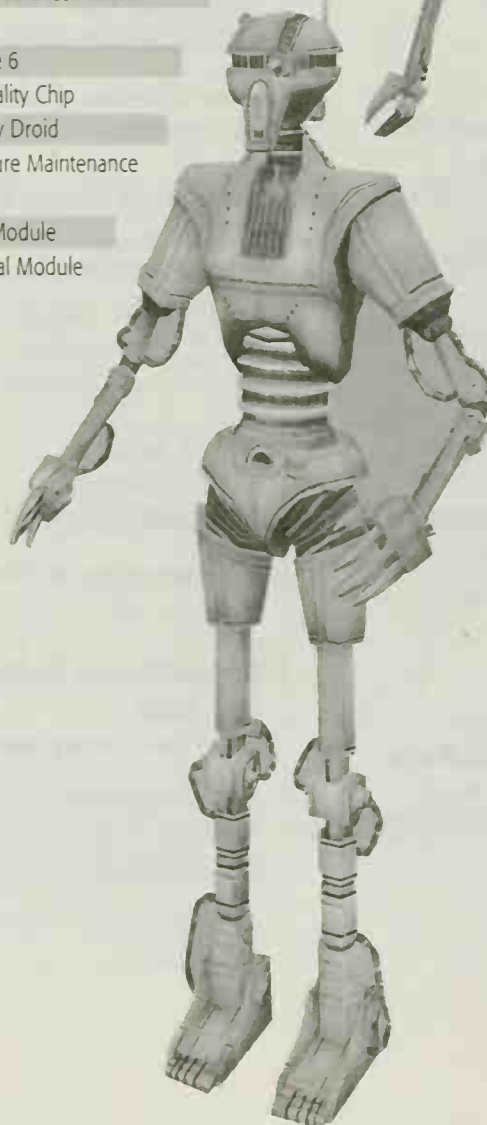
620 Apprenticeship Experience

The Master Droid Engineer can create a wide range of effective (and deadly) droids.

SKILL MODS	VALUE
Droid Assembly	+10
Droid Experimentation	+10

COMMANDS & ABILITIES

Advanced Capacitor Discharge Unit
Advanced Diagnostic Circuit
Advanced Redundant Power Supply
Advanced Repair Unit Casing
Advanced Unit Delivery Cartridge
Deed for: Binary Load Lifter Droid, Advanced Model
Deed for: Protocol Droid, Advanced Model
Deed for: R3 Droid, Advanced Model
Detonation Module
Droid Armor Module 6
Geeky Droid Personality Chip
Interplanetary Survey Droid
Level 3 Droid Structure Maintenance Module
Level 6 Droid Data Module
Level 6 Droid Medical Module



FENCER

"An elegant weapon for a more civilized age."

Derived from Brawler, p. 192.

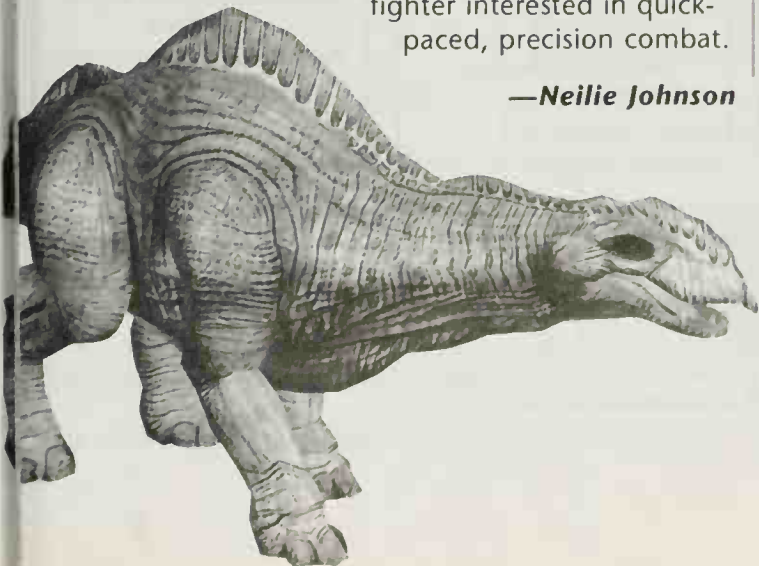
The Fencer is a master of martial finesse, dealing quick death at the point of his sword to anyone foolish enough to challenge him. Always willing to demonstrate his expertise, the Fencer often can be found at the center of a barroom melee, street fight, or group of traveling mercenaries. Unlike combatants who use more cumbersome ranged or two-handed weapons, the Fencer prefers the stylish precision of lighter, more dynamic, one-handed weapons that allow for the speedy evasion of less-nimble attackers.

Fencers are trained in the use of swords, knives, Rykk blades, and vibroblades and fight efficiently by employing controlled, stabbing moves, and avoiding broad, energy-wasting tactics.

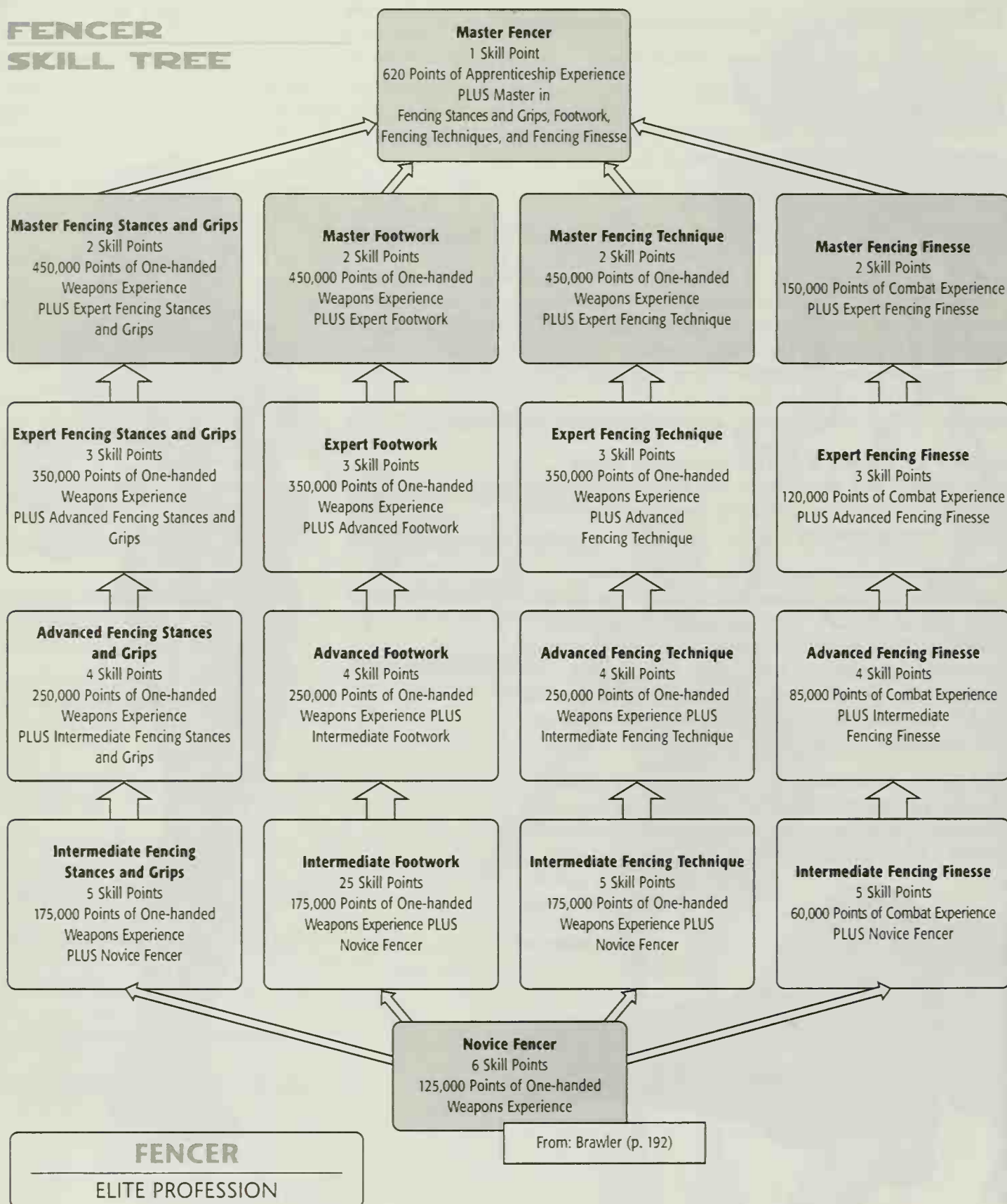
They are proficient in all manner of defensive maneuvers and can recover quickly from the blows they receive. Fencers' skills are always in demand, enabling them to pursue careers both in and outside the urban cityscape. In town, they can become bodyguards, peacekeepers, and professional duelists. Out in the wild they can become hunters, adventurers, or soldiers in the Galactic Civil War.

The Fencer profession requires full mastery of the Brawler profession, as well as extensive training in technique, footwork, grips, and stances. The Fencer career path is perfect for the clever, sophisticated fighter interested in quick-paced, precision combat.

—Neilie Johnson



FENCER SKILL TREE



Novice Fencer

6 Skill Points

125,000 One-Handed Weapons Experience

The Novice Fencer begins learning the specialized moves involved in mastering the one-handed sword—a swift and efficient weapon.

SKILL MODS	VALUE
Dodge	+15
Melee Defense	+15
One-handed Center of Being Duration	+5
One-handed Center of Being Efficacy	+15
One-Handed Melee Toughness	+4
One-Handed Weapon Accuracy	+20
One-Handed Weapon Speed	+10
Ranged Defense	+15

COMMANDS & ABILITIES

One-hand Hit 2
Stun Baton Certification

Intermediate Fencing Stances and Grips

5 Skill Points

175,000 One-Handed Weapons Experience

Concentrates on both melee and ranged defensive techniques.

SKILL MODS	VALUE
Melee Defense	+12
Ranged Defense	+12

COMMANDS & ABILITIES

One-hand Scatter Hit 1

Advanced Fencing Stances and Grips

4 Skill Points

250,000 One-Handed Weapons Experience

Concentrates on both melee and ranged defensive techniques.

SKILL MODS	VALUE
Melee Defense	+15
Ranged Defense	+15

NO COMMANDS & ABILITIES

Expert

Fencing Stances and Grips

3 Skill Points

350,000 One-Handed Weapons Experience

Concentrates on both melee and ranged defensive techniques.

SKILL MODS	VALUE
Melee Defense	+12
Ranged Defense	+12
One-Handed Melee Toughness	+4

COMMANDS & ABILITIES

One-hand Dizzy 2

Master Fencing Stances and Grips

2 Skill Points

450,000 One-Handed Weapons Experience

Concentrates on both melee and ranged defensive techniques. At this level of skill, you also easily can strike multiple locations on a target at once, through a deep understanding of gaps in an opponent's defense.

SKILL MODS	VALUE
Melee Defense	+15
Ranged Defense	+15
One-Handed Melee Toughness	+4

COMMANDS & ABILITIES

One-hand Scatter Hit 2

Intermediate Footwork

5 Skill Points

175,000 One-Handed Weapons Experience

Teaches the basics of how to position oneself to deal faster fencing attacks.

SKILL MODS	VALUE
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+5
One-Handed Weapon Speed	+5

COMMANDS & ABILITIES

One-hand Health Hit 1

Advanced Footwork

4 Skill Points

250,000 One-Handed Weapons Experience

Further teaches techniques of quick attacks coupled with a better understanding of posture defense.

SKILL MODS	VALUE
Defense vs. Knockdown	+20
Defense vs. Posture Change (Down)	+20
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+10
One-Handed Weapon Speed	+20

NO COMMANDS & ABILITIES

Expert Footwork

3 Skill Points

350,000 One-Handed Weapons Experience

Grants an excellent grasp of how posture and footwork can help defend against an opponent who is determined to drive him to a more vulnerable position.

SKILL MODS	VALUE
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+10

COMMANDS & ABILITIES

One-hand Spin Attack 2

Master Footwork

2 Skill Points

450,000 One-Handed Weapons Experience

This is the most advanced fencing footwork technique taught, and at this level of skill a Fencer should have a much faster attacking technique and a solid grasp of how to avoid posture attacks more often.

SKILL MODS	VALUE
Defense vs. Knockdown	+30
Defense vs. Posture Change (Down)	+30
Dodge	+15
One-handed Center of Being Duration	+2
One-handed Center of Being Efficacy	+10
One-handed Weapon Speed	+20

COMMANDS & ABILITIES

One-hand Health Hit 2

Intermediate Fencing Technique

5 Skill Points

175,000 One-Handed Weapons Experience

Focuses on blinding, equilibrium, and accuracy techniques.

SKILL MODS	VALUE
Dodge	+15

COMMANDS & ABILITIES

Melee Damage Mitigation 1
One-hand Body Hit 2

Advanced Fencing Technique

4 Skill Points

250,000 One-Handed Weapons Experience

Focuses on blinding, equilibrium, and accuracy techniques.

SKILL MODS	VALUE
Defense vs. Blind	+10
Defense vs. Dizzy	+10
Defense vs. Intimidate	+10
Dodge	+15

NO COMMANDS & ABILITIES

Expert Fencing Technique

3 Skill Points

350,000 One-Handed Weapons Experience

Focuses on blinding, equilibrium, and accuracy techniques.

SKILL MODS	VALUE
Dodge	+15

COMMANDS & ABILITIES

Melee Damage Mitigation 2
One-hand Body Hit 3

Master Fencing Technique

2 Skill Points

450,000 One-Handed Weapons Experience

Focuses on blinding, equilibrium, and accuracy techniques. At this skill level, you can easily blind multiple opponents.

SKILL MODS	VALUE
Defense vs. Blind	+30
Defense vs. Dizzy	+30
Defense vs. Intimidate	+10
Dodge	+15

NO COMMANDS & ABILITIES

Intermediate Fencing Finesse

5 Skill Points

60,000 Combat Experience

Stresses accurate body attacks and self-defense versus unusual attacks.

NO SKILL MODS

COMMANDS & ABILITIES

One-hand Blind 1

Advanced Fencing Finesse

4 Skill Points

85,000 Combat Experience

Stresses accurate body attacks and self-defense versus unusual attacks.

SKILL MODS	VALUE
Combat Equilibrium	+10
One-Handed Weapon Accuracy	+30

NO COMMANDS & ABILITIES

Expert Fencing Finesse

3 Skill Points

120,000 Combat Experience

Stresses accurate body attacks and self-defense versus unusual attacks.

NO SKILL MODS

COMMANDS & ABILITIES

One-hand Blind 2

Master Fencing Finesse

2 Skill Points

150,000 Combat Experience

Stresses accurate body attacks and self-defense versus unusual attacks. At this level a Fencer can do considerable damage to an opponent's body.

SKILL MODS	VALUE
Combat Equilibrium	+10
One-Handed Weapon Accuracy	+30

NO COMMANDS & ABILITIES

Master Fencer

1 Skill Point

620 Apprenticeship Experience

The Master Fencer completes the specialization of the one-handed sword, making her one of the fiercest melee opponents.

SKILL MODS	VALUE
Alertness	+10
Combat Equilibrium	+10
Dodge	+15
Melee Defense	+5
One-handed Center of Being Duration	+5
One-handed Center of Being Efficacy	+15
One-Handed Weapon Accuracy	+20
One-Handed Weapon Speed	+10

COMMANDS & ABILITIES

Melee Damage Mitigation 3
One-hand Hit 3

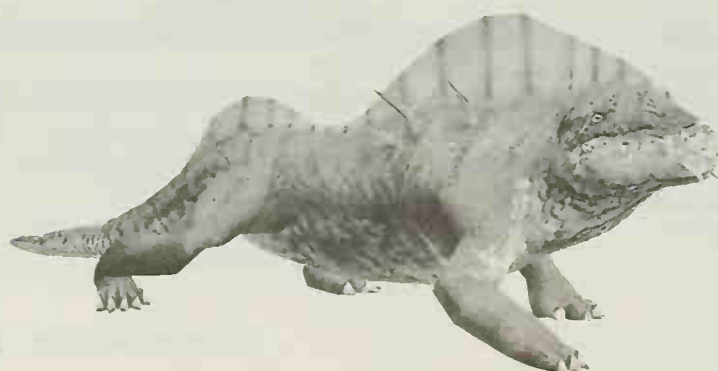


IMAGE DESIGNER

"Who's scruffy-lookin?"

Derived from Entertainer, p. 198.

One thing that binds all species in this galaxy (in addition to the Force) is that they are conscious about their looks. Every species has its own sense of aesthetics, so while a tall, muscular figure is ideal for human men, a short, fat figure might be attractive for Rodian males. But trends change on a daily basis, so people come to the Image Designer to help them stay en vogue.

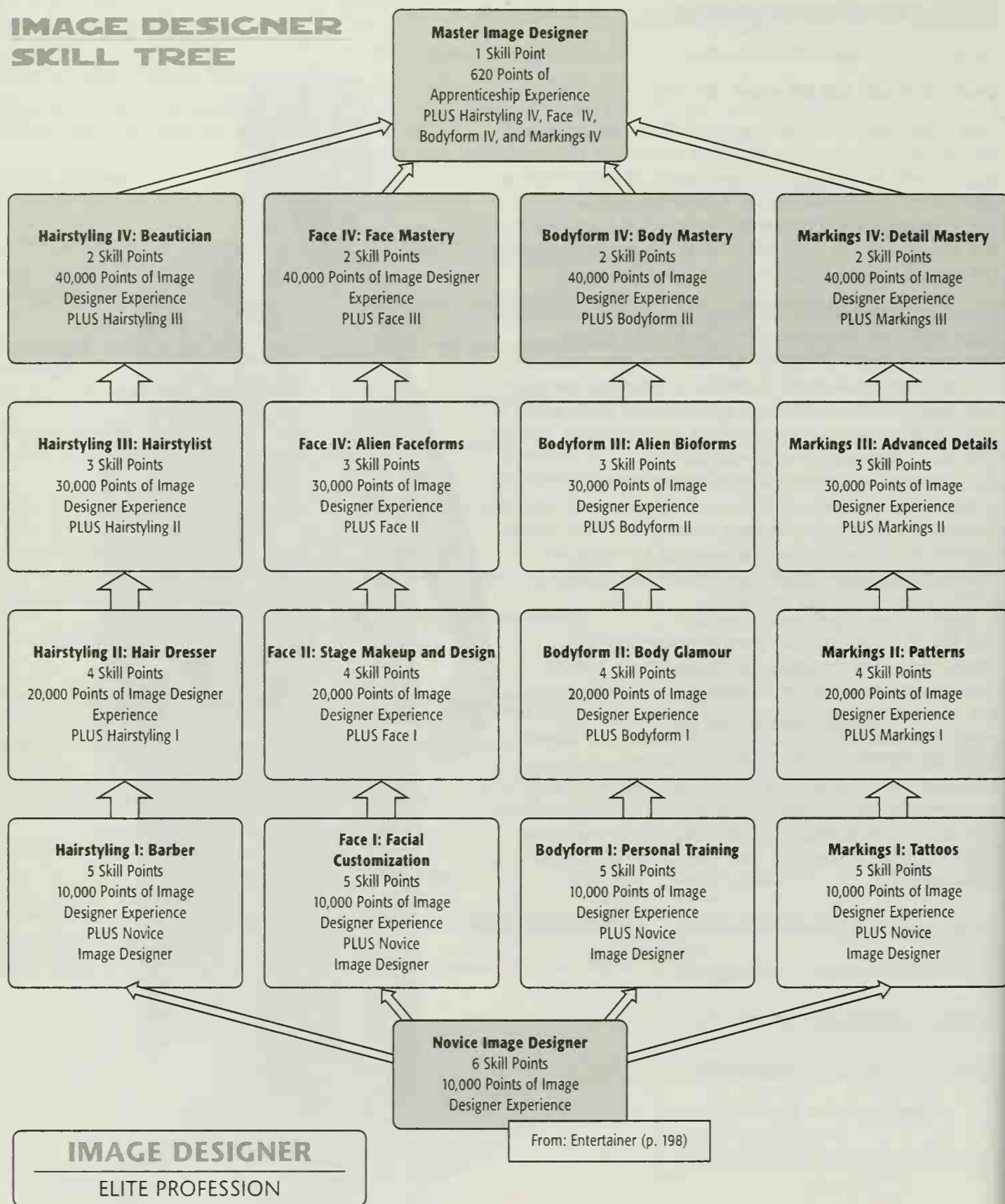
The monetary rewards for image designing are potentially high, but the path to becoming an Image Designer is only for those dedicated to the craft. An Image Designer is more than just a glorified hairstylist. Not only can they alter hair appearance, lekku style, and tattoos, but they can modify a person's weight, height, and facial features. In order to perform such modifications, Image Designers need to be proficient in the use of both scissors and scalpels, so they also need training in the medicinal arts. Mastery of both the Entertainer and Medic professions are needed to become an Image Designer, so those who attain this hybrid profession will be in high demand.

The life of an Image Designer is rewarding in a unique way. For instance, perhaps a male Twi'lek has a crush on a female Zabrak, only to learn that she likes men with red eyes and she cannot stand it when Twi'leks wrap their lekkus around their necks. Who else could help this poor Twi'lek but an Image Designer, who could give him some blood-red eyes and throw those lekkus over his back? This is one of an endless number of scenarios where the Image Designer helps to bring tranquility and fun to the galaxy during times of war.

— Ben Estabrook



IMAGE DESIGNER SKILL TREE



Novice Image Designer

6 Skill Points

10,000 Image Designer Experience

The Image Designer is skilled in perfecting the appearance of other characters. The professional hair designer is your solution to a bad hair day—or even a bad face day! He or she can change almost any aspect of a character's appearance, and skilled Image Designers gain the ability to use hair styles unavailable to the novice.

SKILL MODS	VALUE
Hairstyling	+1
Bodyform	+1
Face-form	+1

NO COMMANDS & ABILITIES

Hairstyling I: Barber

5 Skill Points

10,000 Image Designer Experience

Improves the Image Designer's ability to customize hairstyles and colors.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Hairstyling II: Hair Dresser

4 Skill Points

20,000 Image Designer Experience

Improves the Image Designer's ability to customize hairstyles and colors.

SKILL MODS	VALUE
Hair Styling	+1

NO COMMANDS & ABILITIES

Hairstyling III: Hair Stylist

3 Skill Points

30,000 Image Designer Experience

Improves the ability to customize hairstyles and colors.

SKILL MODS	VALUE
Hair Styling	+2

NO COMMANDS & ABILITIES

Hairstyling IV: Beautician

2 Skill Points

40,000 Image Designer Experience

Title: Expert Hairstylist

Improves the Image Designer's ability to customize hairstyles and colors.

SKILL MODS	VALUE
Hair Styling	+2

NO COMMANDS & ABILITIES

Face I: Facial Customization

5 Skill Points

10,000 Image Designer Experience

Allows the Image Designer to customize customers' facial features.

SKILL MODS	VALUE
Face-form	+1

NO COMMANDS & ABILITIES

Face II: Stage Make Up & Design

4 Skill Points

20,000 Image Designer Experience

Allows the Image Designer to customize customers' facial features.

SKILL MODS	VALUE
Face-form	+1

NO COMMANDS & ABILITIES

Face III: Alien Faceforms

3 Skill Points

30,000 Image Designer Experience

Allows the Image Designer to customize customers' facial features.

SKILL MODS	VALUE
Face-form	+1

NO COMMANDS & ABILITIES

Face IV: Face Mastery

2 Skill Points

40,000 Image Designer Experience

Title: Plastic Surgeon

Allows the Image Designer to customize customers' facial features.

SKILL MODS	VALUE
Face-form	+2

NO COMMANDS & ABILITIES

Bodyform I: Personal Training

5 Skill Points

10,000 Image Designer Experience

Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

SKILL MODS	VALUE
Bodyform	+1

NO COMMANDS & ABILITIES

Bodyform II: Body Glamour

4 Skill Points

20,000 Image Designer Experience

Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

SKILL MODS	VALUE
Bodyform	+1

NO COMMANDS & ABILITIES

Bodyform III: Alien Bioforms

3 Skill Points

30,000 Image Designer Experience

Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

SKILL MODS	VALUE
Bodyform	+2

NO COMMANDS & ABILITIES

Bodyform IV: Body Mastery

2 Skill Points

40,000 Image Designer Experience

Title: Personal Trainer

Turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

SKILL MODS	VALUE
Bodyform	+2

NO COMMANDS & ABILITIES

Markings I: Tattoos

5 Skill Points

10,000 Image Designer Experience

Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

SKILL MODS	VALUE
Marking Design	+1

NO COMMANDS & ABILITIES

Markings II: Patterns

4 Skill Points

20,000 Image Designer Experience

Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

SKILL MODS	VALUE
Marking Design	+1

NO COMMANDS & ABILITIES

Markings III: Advanced Detail

3 Skill Points

30,000 Image Designer Experience

Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

SKILL MODS	VALUE
Marking Design	+2

NO COMMANDS & ABILITIES

Markings IV: Detail Mastery

2 Skill Points

40,000 Image Designer Experience

Title: Tattoo Artist

Allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

SKILL MODS	VALUE
Marking Design	+2

NO COMMANDS & ABILITIES

Master Image Designer

1 Skill Point

620 Apprenticeship Experience

The Master Image Designer can customize everything about a specific character.

SKILL MODS	VALUE
Marking Design	+2
Bodyform	+2
Face-form	+2

NO COMMANDS & ABILITIES



MERCHANT

"Listen to you—you sound like a businessman, a responsible leader."

Derived from Artisan, p. 185.

The benefits of being a merchant are many. Reduced structure fees alone is a major reason to take this class; a master merchant can save about 80% of the structure maintenance fees — a pretty good savings if you're a mineral consortium merchant who's out to make a little on the side.

Still, don't overlook the other trees in the merchant class. The ability to advertise yourself on the planetary map is a definite benefit — it makes pointing out your location to potential customers so much easier. The last two trees — Hiring and Additional Vendors — let you place a multitude of vendors at any location you have administrative rights to. It also allows you to customize your vendors within racial requirements (e.g., Trandoshan's can't wear boots). If you're an armor or weaponsmith, or even a tailor, this becomes a valuable tool for displaying your wares. It's even possible to team up with several merchants and make your own mall.

For complementary classes, you can take just about anything. Merchant is valuable to any of the crafting classes, ranging from Artisan to Armorsmith, as well as the non-crafting classes. Or to any class who find strange artifacts and valuable items on their travels. And last, but not least, scouts who usually carry an enviable amount of hides, meats and bones of critters they've dispatched.

LEARNING TO BE A MERCHANT

How does one succeed in the Merchant class? Fear not — once you start Merchant and place a vendor, you'll start gaining merchant experience. Eventually, you'll accumulate enough to make Master Merchant (provided you have enough apprenticeship points). Here are a few tips to make the journey a bit easier.

- Drop as many vendors as you have, putting different items on each vendor. Why? You get a set amount of experience per day per vendor.
- The Merchant seeks adventure and excitement, just like every other non-Jedi. The only difference is that the Merchant knows that the scorch of blaster fire or the jaws of a krayt are not the only places to find it. Adventure is trying to stay afloat with only a half-empty bottle of Corellian brandy in the stockroom. Excitement



is in the acquisition of a shipment of spice from an unsavory supplier and the exhilaration of unloading it onto an unsuspecting populace at a 2,000 percent markup.

- To succeed, the Merchant needs to learn about advertising, making one's business known in the INNER and the OUTER CORE, and the art of sales to increase the bottom line. The combination of experience in hiring and management training enables one to handle a large professional staff, working day and night to accomplish the Merchant's goals. But in the end, the Merchant must run the business as if playing a high stakes game of sabacc, with a cool calculating mind, a little bit of luck, and the use of devious means whenever possible.
- Hold onto a shipment of imported fruit a week too long; obtain a defective batch of DXR6 carbines, or misgauge the popularity of formal dresses on Tatooine, and the luxurious surroundings of a prosperous Merchant will be exchanged for the grime of a pauper. Fear of these dangers makes this world of high stakes arbitrage open only to those who have paid their dues as an Artisan learning the principles of business.
- Follow your instincts and you will have more wealth than you can imagine. Provide the goods that the populace wants and you will be a leader of the community. And remember one thing: Greed is good.
- The Merchant in *Star Wars Galaxies* isn't really a stand alone class, Instead the class is most often coupled with another crafting or adventuring class. This is not to say that a merchant consortium can't exist. But, it's far easier trying to sell your own items for profit than to try to sell someone else's.
- Add a surcharge to enter your buildings – it only needs to be a nominal fee, say 1 credit. This means that each different person who enters your house earns you a small amount of merchant experience. This works great if you're in a large guild and have a few buddies who are willing to help out.
- Browse the bazaar. You gain a small amount of

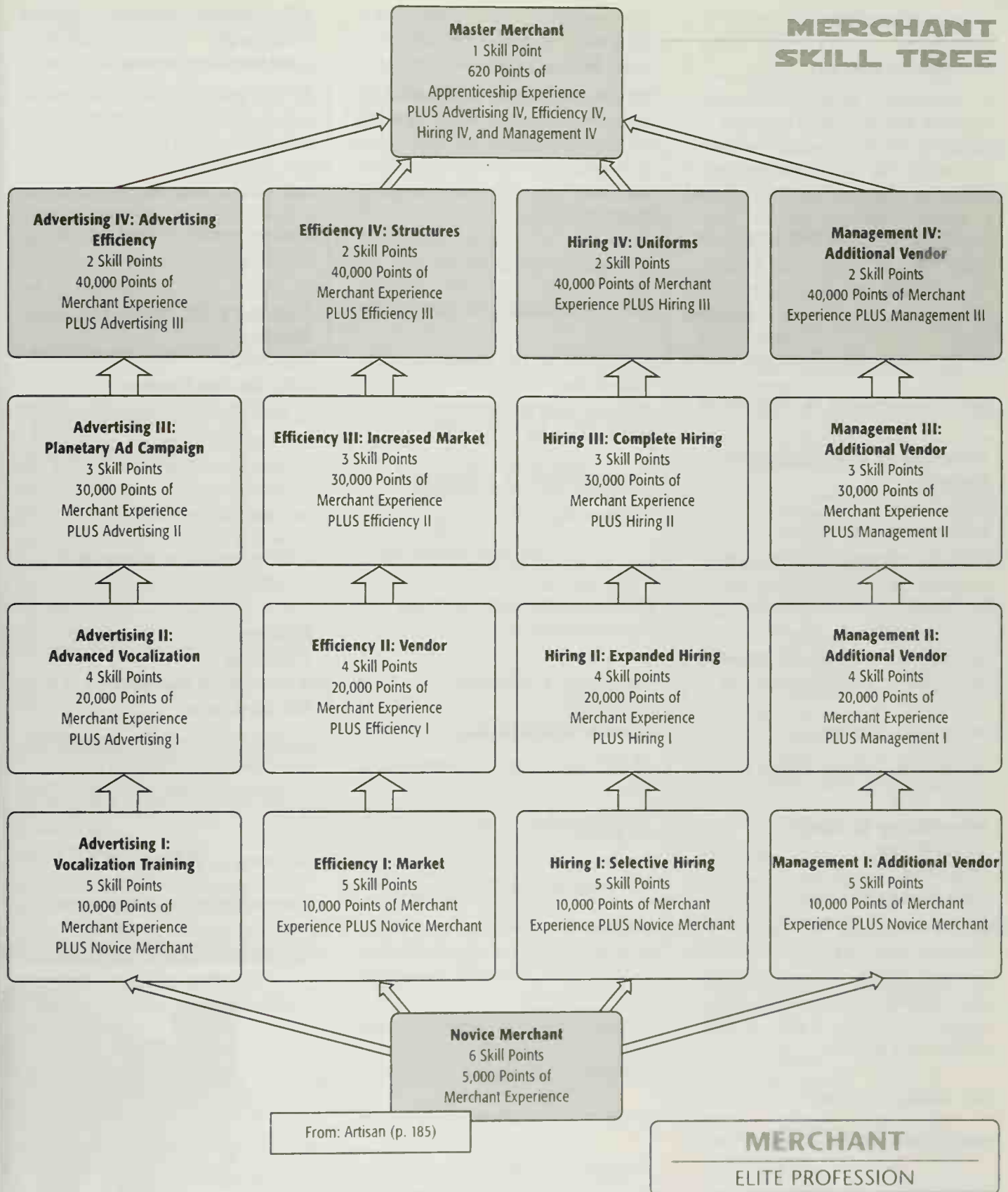
experience for buying and selling items there.

- If you can afford it, put a lot of high-value items on a vendor for a super-low price and charge an entrance fee to your house. All that's left is to advertise the fact that you have these wanted items at the lowest price. You should make a killing on the merchant experience, but you'll take a loss monetary-wise.
- Or, if you prefer, gradually work your way through the class and enjoy playing with the different abilities it grants. The choice is yours.

**Merchant
Profession**
researched by
Marc Quesnel
(Nylan
T'biggs).



MERCHANT SKILL TREE



Novice Merchant

6 Skill Points

5,000 Merchant Experience

A Merchant is skilled at advertising and selling wares through vendors. At the Novice Merchant skill level, the player earns the ability to place an NPC vendor of a random playable species. The Merchant also has the ability to place control vendors at a time.

SKILL MODS	VALUE
Hiring	+10
Vendors	+1

NO COMMANDS & ABILITIES

Advertising I: Vocalization Training

5 Skill Points

10,000 Merchant Experience

Players who learn how to give their vendors vocalization training can assign their vendor a greeting to say when a player approaches. This option appears under the Vendor Control menu.

NO SKILL MODS

NO COMMANDS & ABILITIES

Advertising II: Local Advertising

4 Skill Points

20,000 Merchant Experience

Allows the player the option of teaching their NPC vendors customized strings of text which to greet potential customers. This option appears as a part of the Ad Barking menu.

NO SKILL MODS

NO COMMANDS & ABILITIES

Advertising III: Planetary Ad

Campaign

3 Skill Points

30,000 Merchant Experience

This skill gives the Merchant the option to advertise their vendors on the planetary map. The option to Register Vendor on the planetary map appears in the Vendor Control menu.

NO SKILL MODS

NO COMMANDS & ABILITIES

Advertising IV: Propagandist

2 Skill Points

40,000 Merchant Experience

Title: Propagandist

At this skill level, the cost to advertise on the planetary map is reduced by half.

NO SKILL MODS

COMMANDS & ABILITIES

Reduce Advertising Fees

Efficiency I: Market

5 Skill Points

10,000 Merchant Experience

At this skill level, the merchant can list items on the global bazaar for a reduced fee (about 25 percent)

NO SKILL MODS

COMMANDS & ABILITIES

Reduced Bazaar Fees

Efficiency II: Vendor

4 Skill Points

20,000 Merchant Experience

At this skill level, the merchant can maintain vendors for a reduced price.

NO SKILL MODS

COMMANDS & ABILITIES

Reduced Vendor Fees

Efficiency III: Increased Market

3 Skill Points

30,000 Merchant Experience

At this skill level, the merchant can list items on the global bazaar for a greatly reduced fee.

NO SKILL MODS

COMMANDS & ABILITIES

Reduced Bazaar Fees

Efficiency IV: Structures

2 Skill Points

40,000 Merchant Experience

Title: Entrepreneur

At this skill level, the merchant can maintain structures for a reduced fee and place merchant tents

NO SKILL MODS

COMMANDS & ABILITIES

Place Merchant Tent

Reduced Maintenance Fees



Hiring I: Selective Hiring

5 Skill Points

10,000 Merchant Experience

As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids, and NPC options become available with each rank.

SKILL MODS	VALUE
Hiring	+20

NO COMMANDS & ABILITIES

Hiring II: Expanded Hiring

4 Skill Points

20,000 Merchant Experience

As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids, and NPC options become available with each rank.

SKILL MODS	VALUE
Hiring	+10

NO COMMANDS & ABILITIES

Hiring III: Complete Hiring

3 Skill Points

30,000 Merchant Experience

As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids, and NPC options become available with each rank.

SKILL MODS	VALUE
Hiring	+15

NO COMMANDS & ABILITIES

Hiring IV: Uniforms

2 Skill Points

40,000 Merchant Experience

Title: Recruiter

At this skill level the player gains the ability to customize his vendor's appearance. Hand your vendor a piece of clothing and a weapon and he'll wear it. Note that normal racial clothing restrictions (like Trandosha's inability to wear boots) still apply. Items given to vendors in this manner can not be regained.

SKILL MODS	VALUE
Hiring	+15

NO COMMANDS & ABILITIES

Management I: Additional Vendor

5 Skill Points

10,000 Merchant Experience

Each rank in Management grants the player the ability to place an additional vendor.

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+1

NO COMMANDS & ABILITIES

Management II: Additional Vendor

4 Skill Points

20,000 Merchant Experience

Each rank in Management grants the player the ability to place an additional vendor.

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+1

NO COMMANDS & ABILITIES

Management III: Additional Vendor

3 Skill Points

30,000 Merchant Experience

Each rank in Management grants the player the ability to place an additional vendor.

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+1

NO COMMANDS & ABILITIES

Management IV: Additional Vendor

2 Skill Points

40,000 Merchant Experience

Title: Manager

Each rank in Management grants the player the ability to place an additional vendor.

SKILL MODS	VALUE
Shop Sign Options	+1
Vendors	+1

NO COMMANDS & ABILITIES

Master Merchant

A Master Merchant enjoys increased benefits — more vendors and vendor types, as well as an increased savings on structures (60 percent) and advertising.

1 Skill Point

620 Apprenticeship Experience

SKILL MODS	VALUE
Hiring	+10

COMMANDS & ABILITIES

Reduced Vendor Fees

MUSICIAN

"You old smoothie."

Derived from *Entertainer*, p. 198.

Musicians have several instruments to perform with, each with a unique sound. The kloo and slither-horns sound like reed instruments, the ommni box gives a bottom to the music with its bass, and the well-known nalargon keyboard keeps the melody flowing. A Musician performing with any of these instruments can hold an audience, but with the addition of each instrument in the group comes a new musical phrase that brings a more rounded sound to the performance as a whole.

But what good are instruments without good songs to play on them? Musicians have 10 songs to entertain with, along with eight flourishes for each song, to add a personal touch to each performance. To give their performances more flair, Musicians also have several effects at their disposal such as firejets, dazzle, and color lights!

The importance of Musicians goes beyond just healing wounds and fatigue. When many Musicians come together to jam and they all hit their flourishes right on the mark, they help their audience put aside their differences and forget that a Galactic Civil War is raging outside.

— Ben Estabrook

TIPS ON MUSICIANSHIP

Like the old saying about writers goes, "A writer writes", a Musician plays, and that's the only way to advance. We need to play the highest level songs we can, using the highest level instruments we can, and do as many flourishes and special effects as our pools will let us to advance.

The problem with the above is that we also get a lot of experience from playing in a band, and the band can only play the highest song all the members know. Additionally, a band full of kloos just doesn't convey the presence we Musicians are there to present, so we can't always play what we want all the time.

Musicians have the ability to buff Focus and Willpower, the secondary Mind stats. The degree of the buff depends upon the Musical Mind Enhancements skill tree. At Novice Musician, this skill is 10, which results in a 10% increase in the relevant stats. At Music Tech 4, this skill is 75, resulting in a 75% increase. At Master Musician, this skill is 100, resulting in a 100% buff — a doubling of Focus and Willpower.

There are two ways to confer this buff, targeted and grouped. For a single person, target the person, type `"/setperform"`, and start playing a relatively high song, with lots of flourishes, using a Musician-level instrument (vs an Entertainer one). Masters can play for 4 minutes or so, others need to play longer, 6-8 minutes. When the time is up, instruct the listener to type `"/stoplisten"`. The listeners mind stats should jump up and stay there for about 2 hours or so. For the grouped buff, have all the listeners join your group and tell them to `"/listen"` when you start playing and `"/stoplisten"` when you are done.

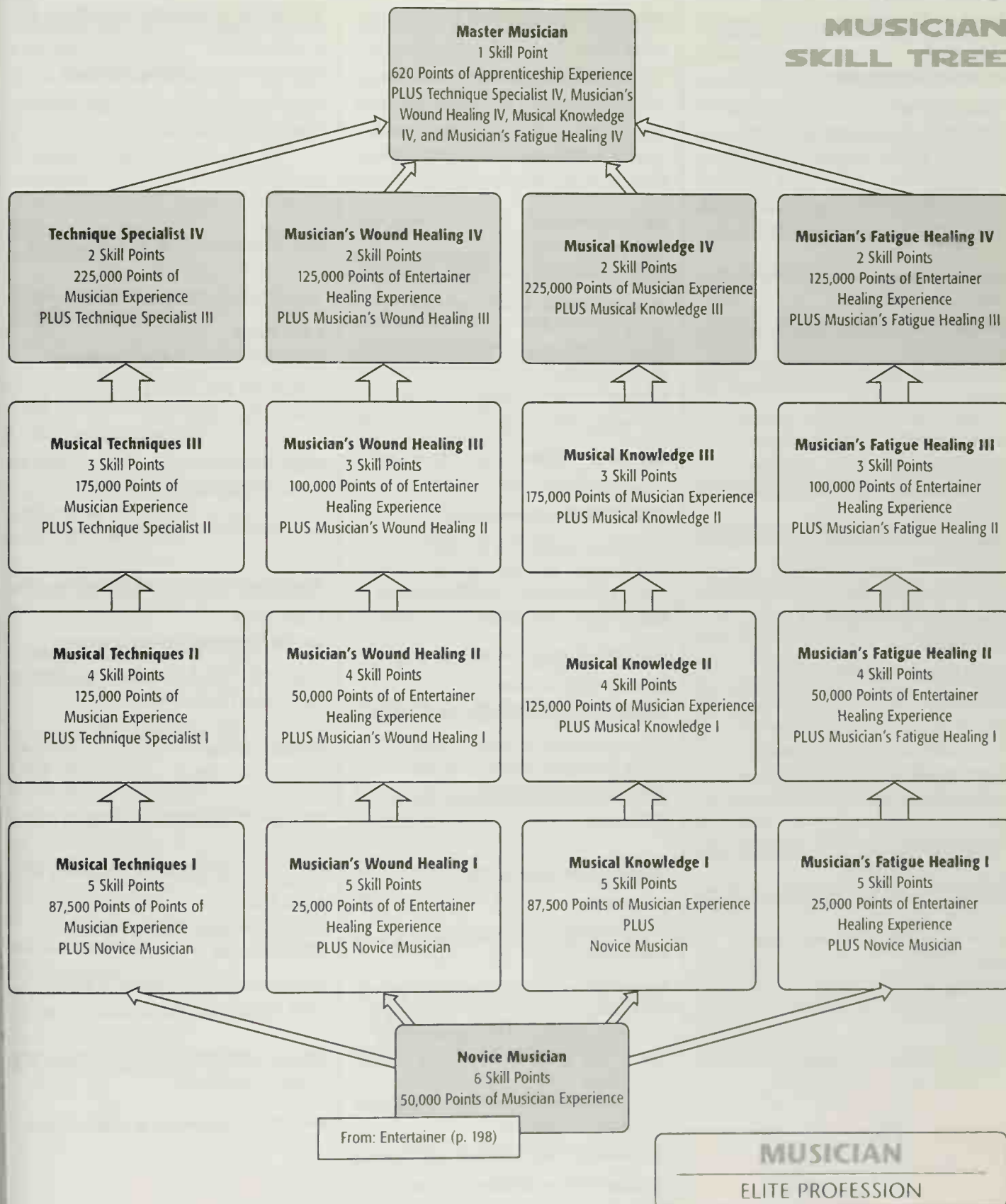
As with Entertainers, Musicians can create their own instruments using the General Crafting tool, and get the ability to make more complex instruments as they advance, up to and including the massive Narlagon keyboard. Experimentation and material

quality currently do not affect the instrument or music it produces, though there's nothing stopping the developers from adding that at some future date.

Musician Profession Tips provided by Chris Pinckard.



MUSICIAN SKILL TREE



Novice Musician

6 Skill Points

50,000 Musician Experience

Musicians use their skill to heal and relax the minds of other players. Skilled Musicians who participate in a band can perform many songs with a wide range of flourishes on several instruments.

SKILL MODS	VALUE
Battle Fatigue Healing (Music)	+10
Instrument Assembly	+10
Music Knowledge	+5
Musical Mind Enhancement	+10
Wound Healing (Music)	+5

COMMANDS & ABILITIES

Fanfar (instrument)
Kloo Horn (instrument)
Dual Wave Synthesizer
Register Location with Planetary Map
Traz (instrument)

Musical Techniques I

5 Skill Points

87,500 Musician Experience

Improves the Musician's ability to perform certain songs, conveying improved healing abilities. Use **/start music list** to see a list of available songs.

SKILL MODS	VALUE
Musical Mind Enhancement	+10
Instrument Assembly	+10

COMMANDS & ABILITIES

Colored Lights
Dazzle
Spot Light

Musical Techniques II

4 Skill Points

125,000 Musician Experience

Improves ability to perform certain songs, conveying improved healing abilities. Use **/startmusic list** to see a list of available songs.

SKILL MODS	VALUE
Musical Mind Enhancement	+10
Instrument Assembly	+15

COMMANDS & ABILITIES

Fire Jet
Mandoviol (instrument)
Traz (instrument)
Fire Jet

Musical Techniques III

3 Skill Points

175,000 Musician Experience

Improves ability to perform certain songs, conveying improved healing abilities. Use **/startmusic list** to see a list of available songs.

SKILL MODS	VALUE
Musical Mind Enhancement	+20
Instrument Assembly	+15

COMMANDS & ABILITIES

Bandfill (instrument)
Chidinkalu Horn (instrument)
Ventriloquism

Technique Specialist IV

2 Skill Points

225,000 Musician Experience

Title: Virtuoso

Improves ability to perform certain songs, conveying improved healing abilities. Use **/startmusic list** to see a list of available songs.

SKILL MODS	VALUE
Musical Mind Enhancement	+25
Instrument Assembly	+25

COMMANDS & ABILITIES

Ommni Box (instrument)
Nalargon (instrument)

Musician's Wound Healing I

5 Skill Points

25,000 Entertainer Healing Experience

Improves the Musician's ability to heal mind wounds.

SKILL MODS	VALUE
Wound Healing (Music)	+5

NO COMMANDS & ABILITIES

Musician's Wound Healing II

4 Skill Points

50,000 Entertainer Healing Experience

Improves the Musician's ability to heal mind wounds.

SKILL MODS	VALUE
Wound Healing (Music)	+10

NO COMMANDS & ABILITIES

Musician's Wound Healing III

3 Skill Points

100,000 Entertainer Healing Experience

Improves the Musician's ability to heal mind wounds.

SKILL MODS	VALUE
Wound Healing (Music)	+10

NO COMMANDS & ABILITIES

Musician's Wound Healing IV

2 Skill Points

125,000 Entertainer Healing Experience

Skilled Musician

Improves the Musician's ability to heal mind wounds.

SKILL MODS	VALUE
Wound Healing (Music)	+15

NO COMMANDS & ABILITIES

Musical Knowledge I

5 Skill Points

87,500 Musician Experience

Grants the Musician a wider variety of songs and flourishes. Use **/startmusic list** to see a list of available songs.

SKILL MODS

Music Knowledge	+5
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COMMANDS & ABILITIES

Ballad (song)

Musical Knowledge II

4 Skill Points

125,000 Musician Experience

Grants the Musician a wider variety of songs and flourishes. Use **/startmusic list** to see a list of available songs.

SKILL MODS

Musical Knowledge	+10
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COMMANDS & ABILITIES

Bandfill (instrument)

Musical Knowledge III

3 Skill Points

175,000 Musician Experience

Grants the Musician a wider variety of songs and flourishes. Use **/startmusic list** to see a list of available songs.

SKILL MODS

Musical Knowledge	+10
-------------------	-----

COMMANDS & ABILITIES

Chidinkalu Horn (instrument)

Waltz (song)

Musical Knowledge IV

2 Skill Points

450,000 Musician Experience

Composer

Grants the Musician a wider variety of songs and flourishes. Use **/startmusic list** to see a list of available songs.

SKILL MODS

Musical Knowledge	+15
-------------------	-----

COMMANDS & ABILITIES

Ommni Box (instrument)

Jazz (song)

Musician's Fatigue Healing I

5 Skill Points

25,000 Entertainer Healing Experience

Improves the Musician's ability to heal Battle Fatigue.

SKILL MODS

Battle Fatigue Healing (Music)	+10
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NO COMMANDS & ABILITIES

Musician's Fatigue Healing II

4 Skill Points

50,000 Entertainer Healing Experience

Improves the Musician's ability to heal Battle Fatigue.

SKILL MODS

Battle Fatigue Healing (Music)	+10
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NO COMMANDS & ABILITIES

Musician's Fatigue Healing III

3 Skill Points

100,000 Entertainer Healing Experience

Improves the Musician's ability to heal Battle Fatigue.

SKILL MODS

Battle Fatigue Healing (Music)	+20
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NO COMMANDS & ABILITIES

Musician's Fatigue Healing IV

2 Skill Points

125,000 Entertainer Healing Experience

Title: Mesmerizer

Improves the Musician's ability to heal Battle Fatigue.

SKILL MODS

Battle Fatigue Healing (Music)	+25
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NO COMMANDS & ABILITIES

Master Musician

1 Skill Point

620 Apprenticeship Experience

The master Musician knows all the songs and instruments available, and has all the tools to put on a professional performance.

SKILL MODS

Battle Fatigue Healing (Music)	+25
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Instrument Assembly	+25
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Melee Defense	+7
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Music Knowledge	+15
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Musical Mind Enhancement	+25
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Ranged Defense	+7
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Wound Healing (Music)	+15
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COMMANDS & ABILITIES

Nalargon (instrument)

Place Cantina

Place Theater

Virtuoso (song)

LEVEL	SONG	INSTRUMENT
Novice	None	Dual Wave Synthesizer, Fanfar, Kloo Horn, Traz
M. Know I	Ballad	None
M. Know II	None	Bandfill
M. Know III	Waltz	Chidinkalu Horn
M. Know IV	Jazz	Ommni Box
Master	Virtuoso	Nalargon

PIKEMAN

"Hey! Point that thing someplace else!"

Derived from Brawler, p. 192.

The Pikeman skillfully wields his combat staff, creating a zone of lethal centrifugal force around himself that only the foolhardy dare enter. Anyone approaching his deadly radius should expect to feel pain. His weapons of choice are staves, batons and lances and he uses them to perform his most dangerous moves: sweeps, stuns, area hits, and spin attacks.

The Pikeman is a formidable opponent who uses strength, speed, unpredictable rotating maneuvers, and sophisticated footwork to attack and defend easily against single or multiple adversaries. He blocks hits with lightning speed and is difficult to dizzy or knock down. His skills are manifold, and he may use them to become a renowned explorer, skilled huntsman, or valuable ally in conflicts both local and interplanetary.

The Pikeman is a thoroughly trained Brawler, conversant in unarmed combat, polearm, one-hand and two-hand weapons techniques, who has gone on to master stances, accuracy, offensive, and defensive techniques. The Brawler who admires the devastating grace of staff-weapon combat is destined to be a Pikeman.

— Neillie Johnson

Novice Pikeman

6 Skill Points

125,000 Polearm Weapons Experience

The Novice Pikeman excels at using the longest melee weapons. Through polearms aren't as fast as other melee weapons, they can deal a heavy blow. The Novice Pikeman begins to learn this specification.

SKILL MODS	VALUE
Block	+25
Melee Defense	+5
Polearm Accuracy	+20
Polearm Center of Being Duration	+5
Polearm Center of Being Efficacy	+15
Polearm Speed	+10
Polearm Toughness	+10

COMMANDS & ABILITIES

Polearm Hit 2
Vibro Lance Certification

Intermediate Polearm Stances

5 Skill Points

175,000 Polearm Weapons Experience

Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles.

NO SKILL MODS

COMMANDS & ABILITIES

Polearm Stun 2

Advanced Polearm Stances

4 Skill Points

250,000 Polearm Weapons Experience

Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles.

SKILL MODS	VALUE
Polearm Speed	+15

NO COMMANDS & ABILITIES

Expert Polearm Stances

3 Skill Points

350,000 Polearm Weapons Experience

Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles.

NO SKILL MODS

COMMANDS & ABILITIES

Polearm Spin Attack 2

Master Polearm Stances

2 Skill Points

450,000 Polearm Weapons Experience

Title: Heavy Cleaver

Teaches a Pikeman how to attain faster weapon speed and to attack multiple targets through various stance styles. A Pikeman at this level of training has a very fast attack speed and can seriously inhibit and damage multiple attackers simultaneously.

SKILL MODS	VALUE
Polearm Speed	+15

NO COMMANDS & ABILITIES

Intermediate Polearm Offensive Techniques

5 Skill Points

175,000 Polearm Weapons Experience

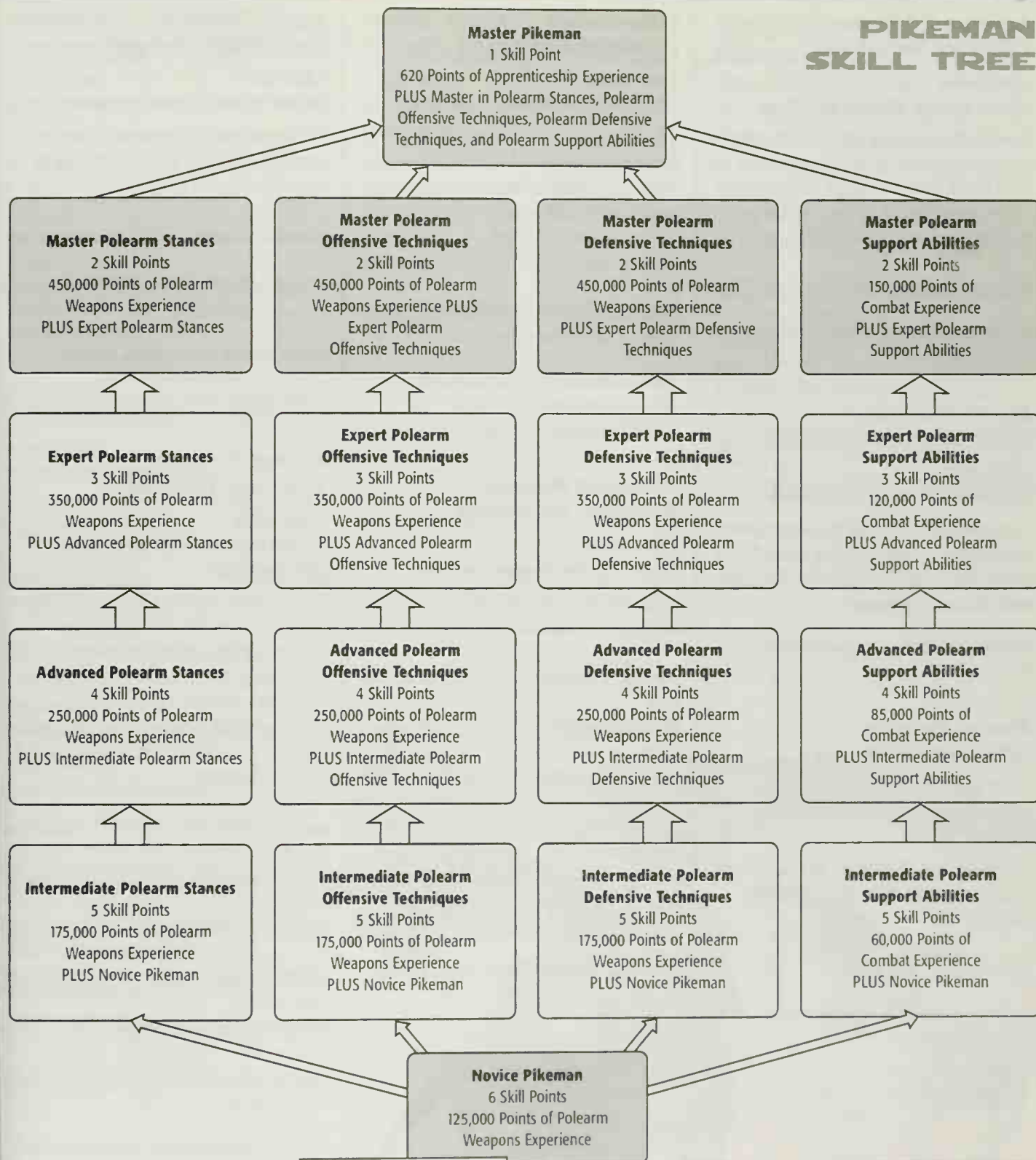
Begins the Pikeman on the road to learning powerful leg and area attacks.

NO SKILL MODS

COMMANDS & ABILITIES

Polearm Leg Hit 2

PIKEMAN SKILL TREE



From: Brawler (p. 192)

PIKEMAN
ELITE PROFESSION

Advanced Polearm Offensive Techniques

4 Skill Points

250,000 Polearm Weapons Experience

Teaches Pikeman dual-track methods of attacking. A Pikeman at this level can damage either multiple enemies at once, or target the legs of a single opponent.

NO SKILL MODS

COMMANDS & ABILITIES

Polearm Area Attack 1

Expert Polearm Offensive Techniques

3 Skill Points

350,000 Polearm Weapons Experience

Teaches the Pikeman even more damaging area and leg attacks.

NO SKILL MODS

COMMANDS & ABILITIES

Polearm Leg Hit 3

Master Polearm Offensive Techniques

2 Skill Points

450,000 Polearm Weapons Experience

Title: Pike Weaver

Teaches the Pikeman the ultimate techniques in the area and leg attacks.

NO SKILL MODS

COMMANDS & ABILITIES

Polearm Area Attack 2

Intermediate Polearm Defensive Techniques

5 Skill Points

175,000 Polearm Weapons Experience

Introduces the Novice Pikeman to the advantages of a long weapon, such as being able to sweep opponents off their feet.

SKILL MODS

SKILL MODS	VALUE
Block	+15
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10

COMMANDS & ABILITIES

Melee Damage Mitigation 1
Polearm Sweep 1

Advanced Polearm Defensive Techniques

4 Skill Points

250,000 Polearm Weapons Experience

Teaches further use of a polearm's defensive capabilities.

SKILL MODS

SKILL MODS	VALUE
Block	+15
Defense vs. Blind	+10
Defense vs. Dizzy	+10
Defense vs. Knockdown	+10
Defense vs. Posture Change (Down)	+10
Defense vs. Stun	+10
Melee Defense	+5
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10
Ranged Defense	+5

NO COMMANDS & ABILITIES

Expert Polearm Defensive Techniques

3 Skill Points

350,000 Polearm Weapons Experience

Helps show a Pikeman how to simultaneously sweep multiple opponents off of their feet.

SKILL MODS

SKILL MODS	VALUE
Block	+15
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10

COMMANDS & ABILITIES

Melee Damage Mitigation 2
Polearm Sweep 2

Master Polearm Defensive Techniques

2 Skill Points

450,000 Polearm Weapons Experience

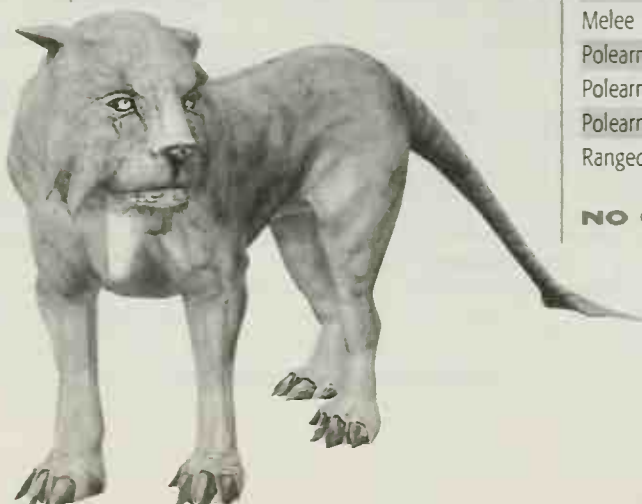
Title: Foot Soldier

This is the highest level of defensive training that a Pikeman learns. It contains multiple sweeping techniques and defensive maneuvers to keep a Pikeman on her feet and be more resistant to being stunned, blinded, or dizzied.

SKILL MODS

SKILL MODS	VALUE
Block	+15
Defense vs. Blind	+10
Defense vs. Dizzy	+10
Defense vs. Knockdown	+10
Defense vs. Posture Change (Down)	+10
Defense vs. Stun	+10
Melee Defense	+5
Polearm Center of Being Duration	+2
Polearm Center of Being Efficacy	+10
Polearm Toughness	+4
Ranged Defense	+5

NO COMMANDS & ABILITIES



Intermediate Polearm Support Abilities

5 Skill Points
60,000 Combat Experience

Grants a Pikeman the ability to directly wound an opponent's Health.

SKILL MODS	VALUE
Polearm Toughness	+4

COMMANDS & ABILITIES

Polearm Action Hit 1

Advanced Polearm Support Abilities

4 Skill Points
85,000 Combat Experience

Grants a Pikeman greater accuracy with his polearm.

SKILL MODS	VALUE
Polearm Accuracy	+30

NO COMMANDS & ABILITIES

Expert Polearm Support Abilities

3 Skill Points
120,000 Combat Experience

Grants a Pikeman the ability to further wound on opponent's Health while maintaining better polearm accuracy.

NO SKILL MODS

COMMANDS & ABILITIES

Polearm Action Hit 2

Master Polearm Support Abilities

2 Skill Points
150,000 Polearm Weapons Experience
Title: Sentinel

Allows the Pikeman to achieve a much greater polearm accuracy than before, while allowing deadly wounds to be inflicted to an opponent's Health.

SKILL MODS	VALUE
Polearm Accuracy	+30

NO COMMANDS & ABILITIES

Master Pikeman

1 Skill Point
620 Apprenticeship Experience

The Master Pikeman delivers the most damaging blows with one of the most deadly types of melee weapons.

SKILL MODS	VALUE
Block	+30
Defense vs. Dizzy	+20
Defense vs. Posture Change (Down)	+10
Defense vs. Stun	+30
Melee Defense	+15
Polearm Accuracy	+20
Polearm Center of Being Duration	+5
Polearm Center of Being Efficacy	+15
Polearm Speed	+10
Ranged Defense	+15

COMMANDS & ABILITIES

Melee Damage Mitigation 3
Polearm Hit 3



PISTOLEER

"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."

Derived from: Marksman, p. 203.

For the Pistoleer, no truer words could be spoken. While the rifle has the better range and the carbine is a good all-around weapon, when the tactics break down and the lines blend, it is the Pistoleer who makes the difference.

Any kid can blast a bottle of Corellian ale off a fencepost in broad daylight. The Pistoleer can shoot six out of the air while on the run at night and shoot the seventh out of your hand before you have a chance to throw it.

Increased rate of fire and increased accuracy both while standing and on the move are some of the perks of this profession's disciplines. In addition, because of the close combat work involved, the Pistoleer enjoys bonuses to melee defense and an increased chance to dodge an attack. Eventually, the increased speed and accuracy a Pistoleer gains allow accurate attacks on multiple opponents at once.

Placing a shot accurately is fine, but if the area aimed at was not vital, the result could be the same as a miss. The Pistoleer knows where to shoot to drop a target quickly and effectively.

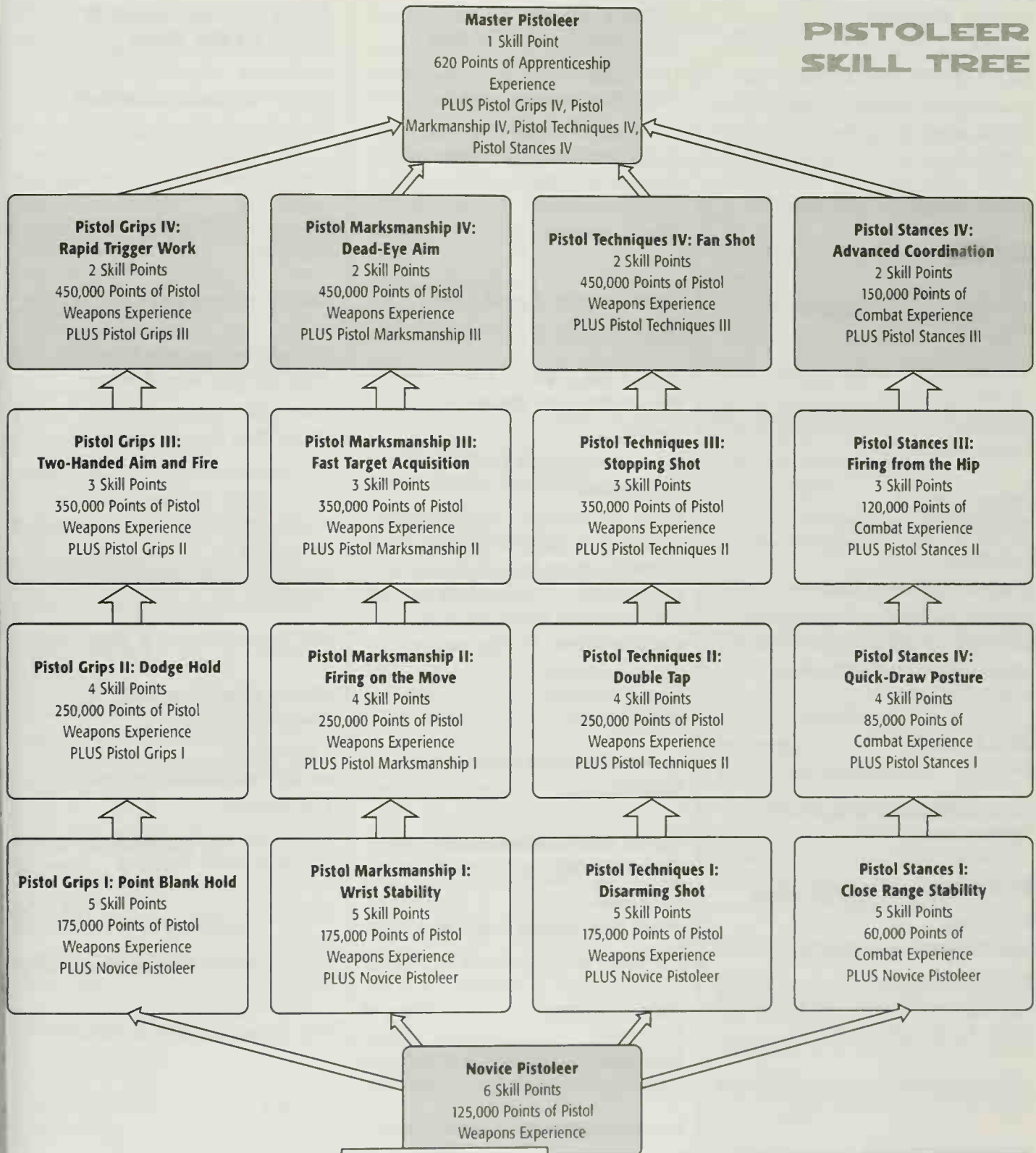
This career is difficult to master. Some move on to other interests, others get distracted by the fame and fortune made available without mastering everything there is to do with a pistol. Only fools laugh at the Master Pistoleer.

— *Jeff Sanders*

— *Skill comments by John Miller.*



PISTOLEER SKILL TREE



From: Marksman (p. 203)

PISTOLEER
ELITE PROFESSION

Novice Pistoleer

6 Skill Points

125,000 Pistol Weapons Experience

The Pistoleer gains improvements in the short-range firearms along with a series of special abilities for nearly every situation. The novice pistol skill begins this path.

SKILL MODS	VALUE
Dodge	+10
Pistol Accuracy	+5
Pistol Speed	+5

COMMANDS & ABILITIES

DX2 Pistol Certification

Health Shot 2

Republic Blaster Certification

Pistol Grips I: Point Blank Hold

5 Skill Points

175,000 Pistol Weapons Experience

Begins the Novice Pistoleer on the path to obtaining a better understanding of advanced ranged combat.

SKILL MODS	VALUE
Dodge	+15

COMMANDS & ABILITIES

Point Blank Single 2

Pistol Grips II: Dodge Hold

4 Skill Points

250,000 Pistol Weapons Experience

Shows the Pistoleer how to better anticipate an opponent's attack in order to dodge better.

SKILL MODS	VALUE
Dodge	+15

NO COMMANDS & ABILITIES

Pistol Grips III: Two-Handed Aim & Fire

3 Skill Points

350,000 Pistol Weapons Experience

Gives the Pistoleer the ability to more successfully damage an opponent's body.

SKILL MODS	VALUE
Dodge	+20

COMMANDS & ABILITIES

Body Shot 3

Pistol Grips IV: Rapid Trigger Work

2 Skill Points

450,000 Pistol Weapons Experience

Title: Gunslinger

Gives the Pistoleer a deep understanding of ranged combat, allowing them to dodge more successfully, as well as learn good methodology for fighting multiple opponents at close range.

SKILL MODS	VALUE
Dodge	+20

COMMANDS & ABILITIES

Point Blank Area 2

Pistol Marksmanship I: Wrist Stability

5 Skill Points

175,000 Pistol Weapons Experience

Increases the Pistoleer's accuracy.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

NO COMMANDS & ABILITIES

Pistol Marksmanship II: Firing on the Move

4 Skill Points

250,000 Pistol Weapons Experience

Increases the Pistoleer's accuracy.

SKILL MODS	VALUE
Pistol Accuracy	+5
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

NO COMMANDS & ABILITIES

Pistol Marksmanship III: Fast Target Acquisition

3 Skill Points

350,000 Pistol Weapons Experience

Increases the Pistoleer's accuracy.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

NO COMMANDS & ABILITIES

Pistol Marksmanship IV: Dead-Eye Aim

2 Skill Points

450,000 Pistol Weapons Experience

Title: Dead-Eye

Increases the Pistoleer's accuracy to a masterful level.

SKILL MODS	VALUE
Pistol Accuracy	+5
Pistol Accuracy While Moving	+5
Pistol Aiming	+3

NO COMMANDS & ABILITIES

Pistol Techniques I: Disarming Shot

5 Skill Points
175,000 Pistol Weapons Experience

Begins the Pistoleer on the road toward a solid understanding of the combat benefits of different stances and grips.

SKILL MODS	VALUE
Defense vs. Stun	+40

COMMANDS & ABILITIES

Disarming Shot 1 (attacks opponent's weapon)
Ranged Damage Mitigation 1

Pistol Techniques II: Double Tap

4 Skill Points
250,000 Pistol Weapons Experience

Conveys an understanding of tactical advantages that can arise from various combat stances and grips, depending on the situation.

SKILL MODS	VALUE
Defense vs. Blind	+40

COMMANDS & ABILITIES

Double Tap (fires off two rounds at once; you need to also have Geonosian Sonic Blaster to use this weapon)

Pistol Techniques III: Stopping Shot

3 Skill Points
350,000 Pistol Weapons Experience

Shows the Pistoleer close-encounter techniques when an opponent has gotten too close for your pistol to be useful as a ranged weapon.

SKILL MODS	VALUE
Defense vs. Dizzy	+40

COMMANDS & ABILITIES

Ranged Damage Mitigation 2
Stopping Shot (high-damage shot that will end up being one of your favorite attacks)

Pistol Techniques IV: Fan Shot

2 Skill Points
450,000 Pistol Weapons Experience
Title: Trickshot

Gives the Pistoleer a masterful understanding of the wide variety of grips and stances that can benefit them in any number of combat situations.

SKILL MODS	VALUE
Defense vs. Posture Change (Down)	+20
Defense vs. Knockdown	+50

COMMANDS & ABILITIES

Fan Shot (hits your target multiple times)

Pistol Stances I: Close Range Stability

5 Skill Points
60,000 Combat Experience

Grants additional special moves for the Pistoleer.

SKILL MODS	VALUE
Melee Defense +10 (lets your pistol double as a melee weapon at close range)	
Pistol Speed	+6

COMMANDS & ABILITIES

Pistol Melee Defense 1

Pistol Stances II: Quick-Draw Posture

4 Skill Points
85,000 Combat Experience

Grants additional special moves for the Pistoleer.

SKILL MODS	VALUE
Melee Defense	+10
Pistol Speed	+6

NO COMMANDS & ABILITIES

Pistol Stances III: Firing from the Hip

3 Skill Points
120,000 Combat Experience

Grants additional special moves for the Pistoleer.

SKILL MODS	VALUE
Melee Defense	+10
Pistol Speed	+6
Pistol Accuracy While Standing	+15

COMMANDS & ABILITIES

Pistol Melee Defense 2

Pistol Stances IV: Advanced Coordination

2 Skill Points
150,000 Combat Experience
Title: Quickdraw

Grants additional special moves for the Pistoleer.

SKILL MODS	VALUE
Melee Defense	+10
Pistol Speed	+6

NO COMMANDS & ABILITIES

Master Pistoleer

1 Skill Point
620 Apprenticeship Experience

The Master Pistol Pistoleer has gained significant improvements in the short-range firearms along with a series of special abilities for nearly every situation.

SKILL MODS	VALUE
Dodge	+10
Melee Defense	+5
Pistol Accuracy While Moving	+10
Pistol Accuracy	+10
Pistol Aiming	+4
Pistol Speed	+20
Ranged Defense	+5

COMMANDS & ABILITIES

Disarming Shot 2
Multi Target Pistol Shot (from maximum range)
Ranged Damage Mitigation 3

RANGER

"The Jundland wastes are not to be traveled lightly."

Derived from Scout, p. 214.

Everything about the Ranger's abilities involves working outdoors and working with creatures. They move through the terrain as if it were paved, and their tracking allows them to find creatures, both animal and humanoid. Their creature knowledge helps them take down the most powerful of creatures with ease, and then harvest the most resources from them. Their camps are virtual compounds for healing and support, and their camouflaged camps are invisible to all the surrounding creatures, making them safe havens in the most dangerous wild places in the galaxy.

Rangers are capable of vanishing into the wild, walking within meters of the most ferocious creatures with complete impunity. They can forage valuable herbs and foodstuffs that buff as well as nourish. And, a Ranger's traps are capable of inflicting a wide variety of effects upon targets, making them that much easier to subdue. No profession operates in the wild as effectively as the Ranger.

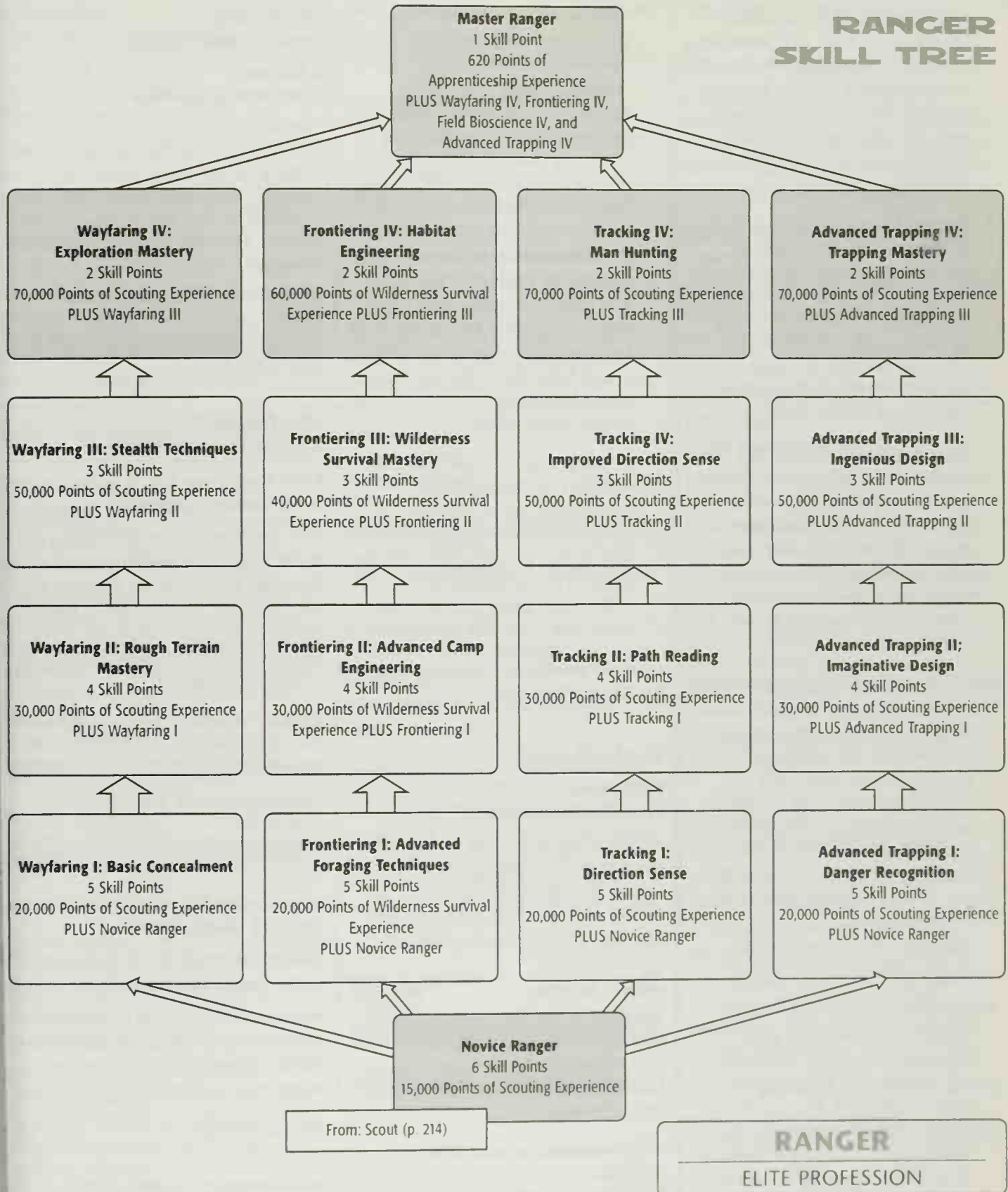
For all the self-sufficiency of the profession, Rangers are still an excellent addition to any team, as their abilities provide a great deal of support to a hunting group, whether they're hunting creatures or people. With a Ranger in the field, the group is provided with food, scouting and shelter, and assuming the Ranger has a combat profession of some sort, fire support as well.

TIPS ON PLAYING A RANGER

- Just like Scouts, Rangers need a combat profession of some kind in order to kill the creatures to harvest for experience. There's no "best" profession — all the combat skills work equally well and come with their own advantages and disadvantages. The Ranger bonus to creature combat applies to all of them; however, the Rifle-Sniper path does offer the most complementary combat set to the Ranger-Camouflage path, if that is to your liking..
- If you're looking for a specific creature (such as for a pet or a specific creature resource), make sure to take the tracking branch all the way up, as each box increases your range and accuracy.
- As with the Scout, the Ranger is not a big-income profession, and both must rely upon the sales of their hides, meat and bone to make their living. However, the Ranger can track down specific creatures much easier than the Scout, so use that ability. Find



RANGER SKILL TREE



out what the armorers and tailors need, find out which animals have it, and then hunt those animals down. You still get the Scouting experience, and you also benefit from hunting and selling what is specifically needed.

- Always have big camps ready to drop when your group pauses for a rest. The first thing you do after dropping the camp is make another one to have ready. This means carrying around enough inorganics to make a few while you're out in the field.
- Your advanced camps act like hunting blinds and are almost completely invisible to the local wildlife, so use them — especially on the adventure planets where spawning creatures can appear atop you when you're resting or AFK for a moment.
- The foraging skills you learned in Scouting get far more accurate and prolific, and you start bringing in all manner of edibles that give you buffs. While obviously not as good as Doctor/Dancer/Musician buffs, they're better than nothing when you're out in the wild, far from the nearest medical center and cantina. Some of them are actually pretty good.
- Rangers are fully capable of operating alone, but as a member of a large adventuring group, the Ranger proves most beneficial. For surveillance, their expertise in wayfaring gives Rangers a tremendous edge, with the talent to scale mountains like paralopes. Conceal lets them monitor

their enemies without notice, while reserving the right to deliver punishment and still remain hidden from view among their surroundings. The Ranger's additional training in trapping gives even more coniving devices to spring upon the wildlife and the ability to rescue other adventurers from dire circumstances in a maneuver both courageous and utterly foolish. And day's end, using their background in frontierring, Rangers can construct fully stocked, pre-fabricated bases with nearly all the comforts of home.

- Cities prove too confining for Rangers to display their impressive set of abilities. Rangers eventually choose to spend less and less time inside cities. This development is met with more than a little regret from the creatures outside.

Ranger Profession researched by Chris Pinckard.

Novice Ranger

6 Skill Points
15,000 Scouting Experience

Rangers continue the studies of the Scout, furthering their camp and trap crafting abilities, as well as terrain traversal, resource harvesting, and camouflage skills.

SKILL MODS	VALUE
Camping	+5
Creature Harvesting	+5
Creature Knowledge	+5
Foraging	+5
Terrain Negotiation	+5

COMMANDS & ABILITIES

High Quality Camp Kit
Area Track
Area Track: Animals

Wayfaring I: Basic Concealment

5 Skill Points
20,000 Scouting Experience

Further develops camouflage techniques. The Ranger can completely disguise his presence, allowing him to escape notice.

SKILL MODS	VALUE
Camouflage	+5

COMMANDS & ABILITIES

Camo Kit: Corellia
Camo Kit: Naboo
Camo Kit: Tatooine

Wayfaring II: Rough Terrain Mastery

5 Skill Points
20,000 Scouting Experience

This represents the ability to move with unmatched speed through the harshest world's surface terrain. At this point, the Ranger can crawl through thick foliage and other obstructions at a very high speed.

SKILL MODS	VALUE
Burst Run Efficiency	+10
Terrain Negotiation	+20

COMMANDS & ABILITIES

Camo Kit: Rori
Camo Kit: Talus

Wayfaring III: Stealth Techniques

3 Skill Points
50,000 Scouting Experience

Further development of stealth and movement abilities. She becomes more successful at masking her scent and concealing her presence.

SKILL MODS	VALUE
Camouflage	+40

COMMANDS & ABILITIES

Camo Kit: Dantooine
Camo Kit: Yavin

Wayfaring IV: Exploration Mastery

2 Skill Points
70,000 Scouting Experience
Title: Wayfarer

The master of exploration has been to many places and has seen many things. He can move faster than any other and can hide from the fiercest of creatures.

SKILL MODS	VALUE
Burst Run Efficiency	+10
Terrain Negotiation	+20

COMMANDS & ABILITIES

Camo Kit: Endor
Camo Kit: Lok

Frontiering I: Advanced Foraging Techniques

5 Skill Points
20,000 Wilderness Survival Experience

Gain unique insights into the proper methods of foraging for edibles. Know which plants are the best to eat, where to find water, and how to prepare small meals from the most meager resources. At this skill level, foraging has a chance of turning up a rare item.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

NO COMMANDS & ABILITIES

Frontiering II: Advanced Camp Engineering

4 Skill Points
30,000 Wilderness Survival Experience

Involves the study of camp defense and tactical design. The Ranger's camps become more defensible as well as cleaner. Healers will find their skills more effective in the elite camp.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES

Field Base Kit

Frontiering III: Wilderness Survival Mastery

3 Skill Points
40,000 Wilderness Survival Experience

At this skill level, the Ranger is an unmatched master of wilderness survival. Whether spending a week alone in the Dune Sea or a shelter-less night on the peak of a frost-covered mountain, the Ranger survives and thrives.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

NO COMMANDS & ABILITIES

Frontiering IV: Habitat Engineering

2 Skill Points
60,000 Wilderness Survival Experience
Title: Frontiersman

Now a master of the environment, the Ranger turns to enhancing his traveling experience. The Ranger learns to create camp kits that include highly advanced automated services, such as a complete medical craft-station.

SKILL MODS	VALUE
Camping	+10
Foraging	+10

COMMANDS & ABILITIES

High Tech Field Base Kit

Tracking I: Direction Sense

5 Skill Points
20,000 Scouting Experience

Proper methods of organic resource preservation increases the Ranger's ability to track, as well as harvest large amounts of quality resources from a creature's corpse.

SKILL MODS	VALUE
Creature Knowledge	+5
Creature Harvesting	+5

COMMANDS & ABILITIES

Area Track: Direction

Tracking II: Path Reading

4 Skill Points
30,000 Scouting Experience

Further experience in the field has led the Ranger to the study of tactical animal physiology. A Ranger of this skill level knows where to place a shot to bring down a creature, as well as how to track NPCs

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+10

COMMANDS & ABILITIES

Area Track: People

Tracking III: Improved Direction Sense

3 Skill Points
50,000 Scouting Experience

A Ranger of this skill level can recognize a creature quickly in low visibility. She carries a veritable mental library of hard-earned field knowledge and can judge target distances

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10

COMMANDS & ABILITIES

Area Track: Distance

Tracking IV: Man Hunting

2 Skill Points

70,000 Scouting Experience

The master hunter is unmatched in creature resource harvesting and knowledge. He has studied the behavioral patterns and biological nature of hundreds of creatures and his bank accounts reflect his success. Rangers at this level gain the ability to track player characters.

SKILL MODS	VALUE
Creature Knowledge	+10
Creature Harvesting	+10
Creature To-Hit Bonus	+5

COMMANDS & ABILITIES

Area Track: Players

Advanced Trapping I: Danger Recognition

5 Skill Points

20,000 Scouting Experience

Peerless skill in trap design has led to a sharp eye for danger and rapid mental reflexes. At this skill level, the Ranger can leap to the rescue of a friend in need. The target of the rescue ability is saved from the enemy's anger, which then focuses on the Ranger.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

COMMANDS & ABILITIES

Rescue

Advanced Trapping II: Imaginative Design

4 Skill Points

30,000 Scouting Experience

At this skill level, the Ranger's experience has shown her the need for new, more effective trap design. She applies her creative energy to implementing traps that affect multiple enemies at a time.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

COMMANDS & ABILITIES

Flash Bomb

Advanced Trapping III: Ingenious Design

3 Skill Points

50,000 Scouting Experience

The Ranger continues his development of more effective trap designs, increasing the effectiveness and the lethality of his inventions.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

COMMANDS & ABILITIES

Sonic Pulse

Advanced Trapping IV: Trapping Mastery

2 Skill Points

70,000 Scouting Experience

Title: Trap Master

The Ranger of this skill level is a peerless artificer in a realm of traps and minor machinery. Her mental reflexes are as sharp as her creations.

SKILL MODS	VALUE
Trapping	+10
Rescue	+10

NO COMMANDS & ABILITIES

Master Ranger

1 Skill Points

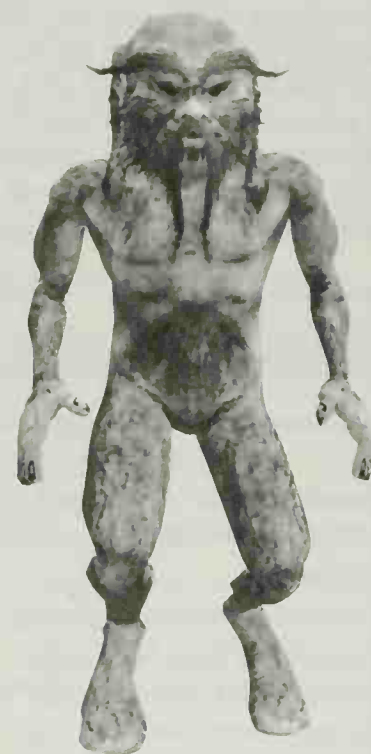
50,000 Scouting Experience

The Master Ranger is unequaled in outdoors skills. He has traveled to many places and has encountered many strange beasts. He is an unrivaled explorer and trap maker.

SKILL MODS	VALUE
Camouflage	+20
Camping	+5
Creature Harvesting	+10
Creature Knowledge	+10
Foraging	+5
Melee Defense	+10
Ranged Defense	+10
Rescue	+10
Trapping	+10

COMMANDS & ABILITIES

Camo Kit: Dathomir



RIFLEMAN

"These blast points, too accurate for Sand People."

Derived from Marksman, p. 203.

The Rifleman in **SWG** is a master of long-range combat. He's deadly at about 60+ meters and suffers penalties at other ranges. That's not to say he's ineffective at all other ranges; rather, his best is at long ranges. If you're interested in being a rifleman, you'll have to love watching bolts fly across the screen, as that is the mark of a true long-range fighter – no close range kicks and punches for you. You'll want to bring things down – preferably from far, far away.

There are several things that make the rifleman what he is – a really, really big trademark gun being one of them. The T-21 is one of the largest guns in **SWG**. It has heavy armor piercing, which means that it does three times as much damage to unarmored targets and two times as much damage to something in composite. There's nothing in the game (so far) that has enough armor to withstand the rifleman's T-21 – the exception being things totally immune to heat.

Add to this the ability to place well-aimed shots to your opponent's head— both instant damage shots and the dreaded Mind Pool damage-over-time shot — and you'll quickly bring down the most ardent foe. Later on in life, you'll get a Take Cover skill and hidden shot that will let you take out most medium-level targets without taking a return shot. Such is

the life of the sniper.

Player vs. player as a rifleman is a bit of a hit and a miss affair. Most everyone knows what you're capable of, and those that don't often end up dead in one shot. Those who do know will often buff their Mind Pools, and wear big nasty composite helmets with special protections, meaning it will require multi-shots to bring them down. If they stay at range, you'll usually win. If they decide to close and melee on you, you're going to be in a bit of trouble. You have a pretty good penalty at minimum range, so most of your shots won't hit and you'll have to fire on the run (incurring an even greater penalty). Just hope that you get far enough away to start doing damage.

One important note, however – you're not a god. There are many classes that have balances to your extreme damage at range. Granted, none of them have quite the damage capability that you do at range, but even the most unskilled foe can quickly close and start causing you problems when they are in your face.



LEARNING THE RIFLEMAN - HOW AND WHAT

The rifleman is an elite profession, so you'll have the Marksman tree to work with upon your graduation to the Big Nasty Gun series. This means you won't be quite defenseless, but you won't be uber, either. That comes with time.

Your choices as a beginning Rifleman are the T21 and advanced laser rifle. Your best option is probably a speed-sliced T21 or damage-sliced laser rifle. While the rifle is only armor piercing 2, it is almost twice as fast as the T21. This allows you to do a lot more damage over time, which nets you more experience points in the long run. Once you start climbing the Rifle Abilities tree and get more Rifle Speed, the T21 will quickly become your weapon of choice.

In the ideal world, you would start with a Mind Pool shot with the T21, and then switch to the laser

rifle for faster shots. Until you get Cover and Surprise Shot (so you can sit and plink away at mobs until they're dead), you'll be eating a lot of damage.

You get bonuses for kneeling and more for going prone, so get used to shooting from those positions. The cost, of course, is having to change position to flee, which is made worse if someone has laid a dizzy effect on you. At the same time, lying on the ground gives you huge bonuses to hit, so it's hard to pass up those opportunities.

As far as what to train goes, there aren't really a whole lot of choices. You'll probably want to climb the Sniping tree to get as high as you possibly can in Mind Shot. While doing this, you'll want to train the combat experience tree (Special Abilities) as you go along. You'll get roughly 1 box of special abilities per regular tree, since combat experience is roughly 10% of actual gained experience (in combat only).

HUNTING AS A RIFLEMAN

Before you go out hunting, do your best to find a Musician and/or a Dancer to get a Mind Pool buff. Your special attacks do a lot of damage and cost a lot of mind. Having 2 hours of hunting with a buff up is like having Infinite Mind, because it also increases your Mind Pool recharge rate. Consequently, you're firing off specials non-stop, doing a huge amount of damage to your targets, and raking in experience hand over fist.

Riflemen truly excel in a group environment. This doesn't have to be a group of players. It can be a personal group with pets (if you're a Creature Handler) or followers (if you're Imperial or Rebel). Having someone else — either a player or a "pet" — stand out there and hold aggro while you execute your opponents. That's absolutely the easiest and most effective way to play a Rifleman. In most cases, with a "pet" near your level, you can take out any opponent before it takes out your helper.

If you must go solo, then count on Take Cover and Concealment to try and drop your foes without being noticed. (But be prepared to run in case they eventually detect you.) You're a sniper, so think like one.

COMPLEMENTARY PROFESSIONS

Many professions pair up very nicely with the Rifleman: Teras Kasi + Sword + Pike (for close-up encounters), Creature Handler (great to keep foes at bay), Weaponsmith (no gun is better than YOUR gun), and Ranger's conceal stacking with Sniper 1, just to name a few of the more obvious ones.

NOTABLE SKILLS

Strafe Shot (1/2). Gives you an area of effect attack.

Mind Pool Shot (1/2). Gives you a damage-over-time attack on the target's Mind Pool.

Head shot (1/2/3). Gives you a direct damage attack on the target's Mind Pool.

Surprise Shot. Provides surprise attack from concealment (hard to detect).

Sniper Shot. Allows you to kill an incapacitated player from range.

Concealed Shot. Lets you fire a shot from a concealed location with less chance of enemies noticing you.

Ranged Damage mitigation (1/2/3). Reduces damage done by ranged weapons.

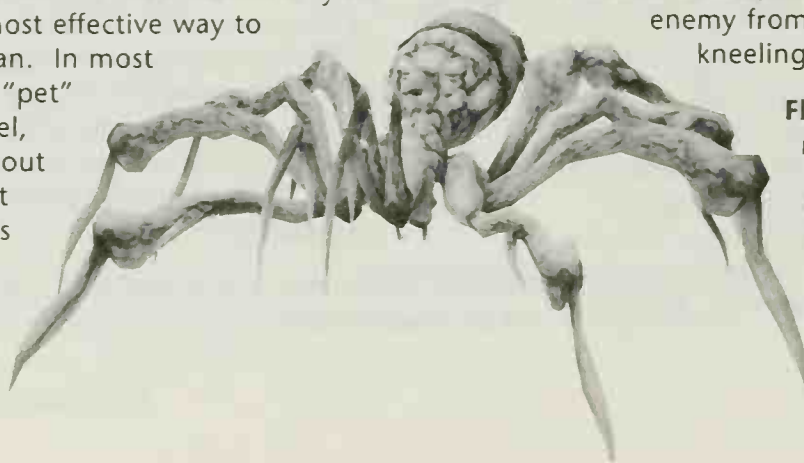
Sneak. Lets you move while concealed.

Flushing Shot (1/2). Flushes a target out of cover, making it more vulnerable and easier to hit (more for PvP than environment combat).

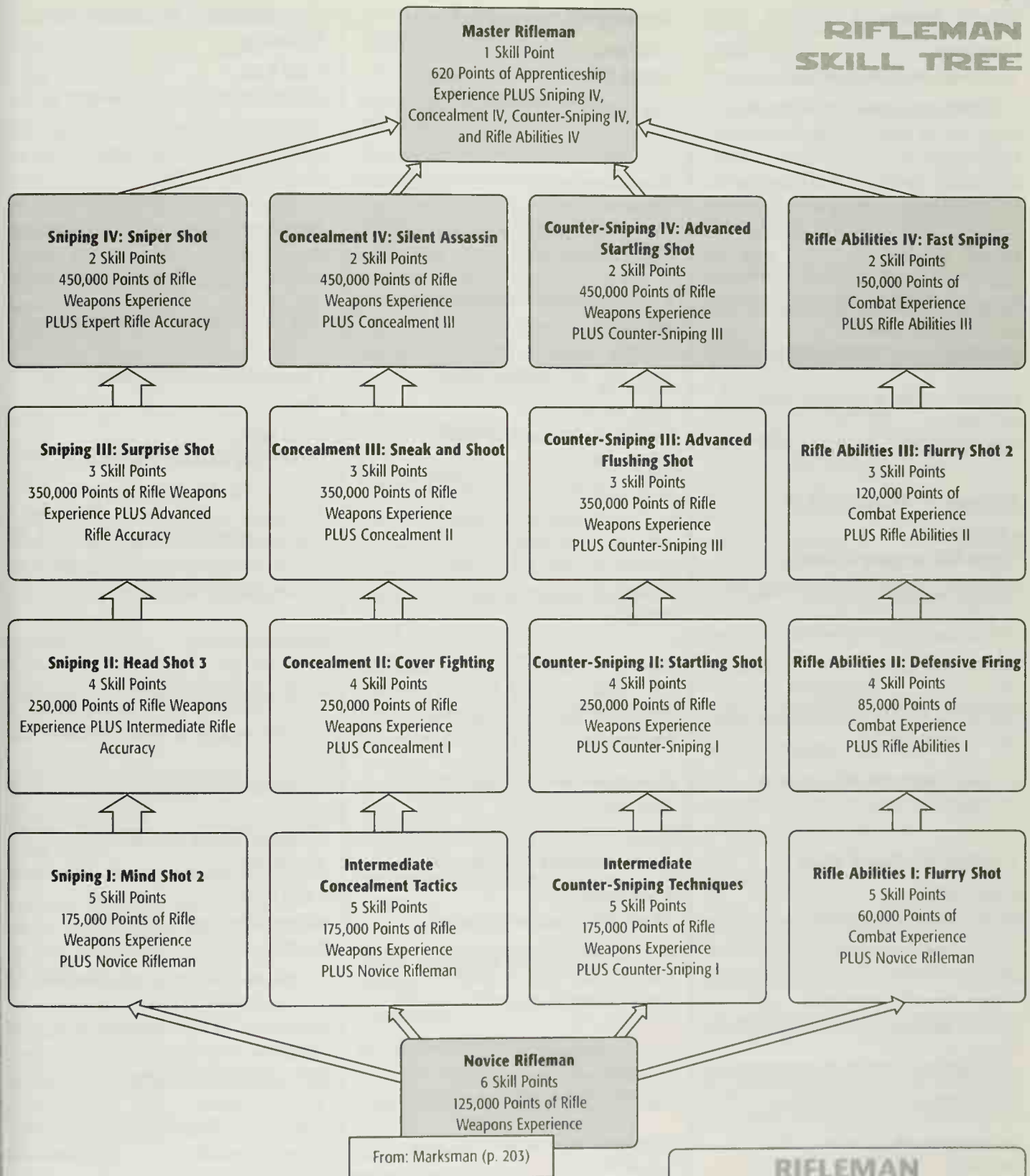
Startle Shot (1/2). Change the posture of an enemy from Prone to kneeling, or from kneeling to standing.

Flurry Shot (1/2). Chance to make the target dizzy.

Rifleman Profession researched by Marc Quesnel and Chris Pinckard.



RIFLEMAN SKILL TREE



RIFLEMAN
ELITE PROFESSION

Novice Rifleman

6 Skill Points

125,000 Rifle Weapons Experience

The Rifleman takes the knowledge he or she gained from Marksman and specializes in rifle skills and abilities. The Novice Rifleman skill begins this path.

SKILL MODS	VALUE
Block	+10
Rifle Accuracy	+5
Rifle Concealment Chance	+15
Rifle Speed	+5

COMMANDS & ABILITIES

Strafe Shot 1

T21 Rifle Certification

Sniping I: Mind Shot 2

5 Skill Points

175,000 Rifle Weapons Experience

Improves the Rifleman's chance to hit.

SKILL MODS	VALUE
Rifle Accuracy	+10
Rifle Aiming	+15
Rifle Concealment Chance	+15

COMMANDS & ABILITIES

Mind Shot 2

Sniping II: Head Shot 3

4 Skill Points

250,000 Rifle Weapons Experience

Improves the Rifleman's chance to hit.

SKILL MODS	VALUE
Rifle Accuracy	+15
Rifle Aiming	+15
Rifle Concealment Chance	+15

COMMANDS & ABILITIES

Head Shot 3

Sniping III: Surprise Shot

3 Skill Points

350,000 Rifle Weapons Experience

Improves the Rifleman's chance to hit.

SKILL MODS	VALUE
Rifle Accuracy	+20
Rifle Aiming	+15
Rifle Concealment Chance	+15

COMMANDS & ABILITIES

Surprise Shot

Sniping IV: Sniper Shot

5 Skill Points

450,000 Rifle Weapons Experience

Title: Sniper

Improves the Rifleman's chance to hit. At this level of mastery, a Rifleman becomes the only profession in the galaxy that can kill incapacitated targets from long range.

SKILL MODS	VALUE
Rifle Accuracy	+20
Rifle Aiming	+15
Rifle Concealment Chance	+15

COMMANDS & ABILITIES

Sniper Shot

Concealment I: Conceal Shot

5 Skill Points

175,000 Rifle Weapons Experience

Grants the Rifleman abilities to better hide and protect themselves from notice.

SKILL MODS	VALUE
Ranged Defense	+10
Cover	+20

COMMANDS & ABILITIES

Conceal Shot

Ranged Damage Mitigation 1

Concealment II: Cover Fighting

4 Skill Points

250,000 Rifle Weapons Experience

Grants the Rifleman more abilities with which to hide while firing at their victim.

SKILL MODS	VALUE
Ranged Defense	+10
Cover	+20

NO COMMANDS & ABILITIES

Concealment III: Sneak and Shoot

3 Skill Points

350,000 Rifle Weapons Experience

Grants the Rifleman more advanced abilities to better hide themselves from notice, and grant themselves slightly better defense versus other ranged attacks.

SKILL MODS	VALUE
Ranged Defense	+10
Cover	+20

COMMANDS & ABILITIES

Sneak

Ranged Damage Mitigation 2

Concealment IV: Silent Assassin

5 Skill Points

450,000 Rifle Weapons Experience
Assassin

Conveys a mastery of general concealment tactics to a Rifleman. At this level of skill, a Rifleman can easily conceal himself while being able to crawl while in cover.

SKILL MODS	VALUE
Ranged Defense	+10
Cover	+20

NO COMMANDS & ABILITIES

Counter-Sniping I: Flushing Shot

5 Skill Points

175,000 Rifle Weapons Experience

Improves the Rifleman's overall ability to wield a rifle. Complements a Rifleman's arsenal of skills further by giving them the ability to startle an enemy sniper out of a low position.

SKILL MODS	VALUE
Block	+15

COMMANDS & ABILITIES

Flushing Shot 1

Counter-Sniping II: Startling Shot

4 Skill Points

250,000 Rifle Weapons Experience

Further develops a Rifleman's ability to attack enemy snipers.

SKILL MODS	VALUE
Block	+15

COMMANDS & ABILITIES

Startle Shot 1

Counter-Sniping III: Advanced Flushing Shot

3 Skill Points

350,000 Rifle Weapons Experience

Helps a Rifleman learn how to defend themselves from a wide variety of attacks that an enemy sniper might use against them.

SKILL MODS	VALUE
Block	+15
Defense vs. Blind	+10
Defense vs. Dizzy	+10
Defense vs. Posture Change (Up)	+30
Defense vs. Stun	+10

COMMANDS & ABILITIES

Flushing Shot 2

Counter-Sniping IV: Advanced Startling Shot

2 Skill Points

350,000 Rifle Weapons Experience

Title: Gunner

Gives a Rifleman a noticeable advantage over enemy snipers. At this level of mastery, a Rifleman will be able to stay low and well-defended versus posture change attacks. They will also have the ability to easily block incoming shots through a deep understanding of the tactics a sniper is likely to use against them.

SKILL MODS	VALUE
Block	+15
Ranged Defense	+15

COMMANDS & ABILITIES

Startle Shot 2

Rifle Abilities I: Flurry Shot

5 Skill Points

60,000 Combat Experience

Teaches the Rifleman valuable special moves that form the basis of a successful tactical exchange.

SKILL MODS	VALUE
Melee Defense	+10
Rifle Speed	+10

COMMANDS & ABILITIES

Flurry Shot 1

Rifle Abilities II: Defensive Firing

4 Skill Points

85,000 Combat Experience

Teaches the Rifleman improved special moves.

SKILL MODS	VALUE
Melee Defense	+10
Rifle Speed	+10

NO COMMANDS & ABILITIES

Rifle Abilities III: Flurry Shot 2

3 Skill Points

120,000 Combat Experience

Teaches the Rifleman improved special moves.

SKILL MODS	VALUE
Melee Defense	+10
Rifle Speed	+10

COMMANDS & ABILITIES

Flurry Shot 2

Rifle Abilities IV:

2 Skill Points

150,000 Combat Experience

Title: Soldier

Teaches the Rifleman improved special moves.

SKILL MODS	VALUE
Melee Defense	+10
Rifle Speed	+10

NO COMMANDS & ABILITIES

Master Rifleman

1 Skill Point

620 Apprenticeship Experience

The Master Riflemen are unequaled in their deadliness with a long-range rifle.

SKILL MODS	VALUE
Block	+10
Ranged Defense	+15
Rifle Accuracy While Moving	+10
Rifle Accuracy	+40
Rifle Aiming	+40
Rifle Speed	+20

COMMANDS & ABILITIES

Ranged Damage Mitigation 3
Strafe Shot 2

SWORDSMAN

"You'll find I'm full of surprises."

Derived from Brawler, p. 192.

Discipline, strength, speed, precision—these qualities define the accomplished Swordsman.

The Swordsman is master of a wide range of two-handed weapons, both bladed and blunt (mauls, cleavers, katanas, and scythes) and is a skilled unarmed combatant. These combined talents make the Swordsman the quintessential martial artist and a lethal adversary, certain of victory regardless of battle conditions. Environmental challenges, ranged weapons, and multiple opponents are no match for the Swordsman's tactical and martial expertise. As a result, his or her talents can be put to use in many career variants—he or she can become a hunter, a mercenary, a quest-seeking adventurer, a bodyguard to local crime lords, or if inclined to serve a larger cause, a soldier in the Galactic Civil War.

The Swordsmen have learned to mete out punishment to their challengers quickly and powerfully through spin attacks, sweeps, and precision hits. Entrance into this profession takes long and careful study and requires mastery of the Brawler profession as well as further study in advanced sword techniques, accuracy, and defense. Swordsman is a challenging, exciting, and lucrative career path for the well-conditioned combatant with a liking for heavy melee weaponry.

— **Neillie Johnson**

There's nothing like turning your enemies into kindling or mashed potatoes with a razored Scythe or the bone-splitting Power Hammer. Your presence alone will strike fear in heartiest of foes. They know the end result of an up-close and personal meeting with your giant two-handed weapon.

TIPS FOR PLAYING A SWORDSMAN

Combat

Be sure you have the right tool for the job. You have the ability to do different damage types with your weapons. Bladed weapons do kinetic damage, while the Power Hammer does an unusual Blast damage that can turn your opponent's head into pudding.

Having different weapons on you can be very useful when your target unexpectedly resists your weapon damage.

PvE Combat

To climb skills quickly, take a flight out to Dantooine, then get in touch with your friendly neighborhood Doctor to get some buffs. Finally, head out hunting. A lot of the mobs are not kinetic resistant, so the XP will fly, as well as the credits in your bank account.

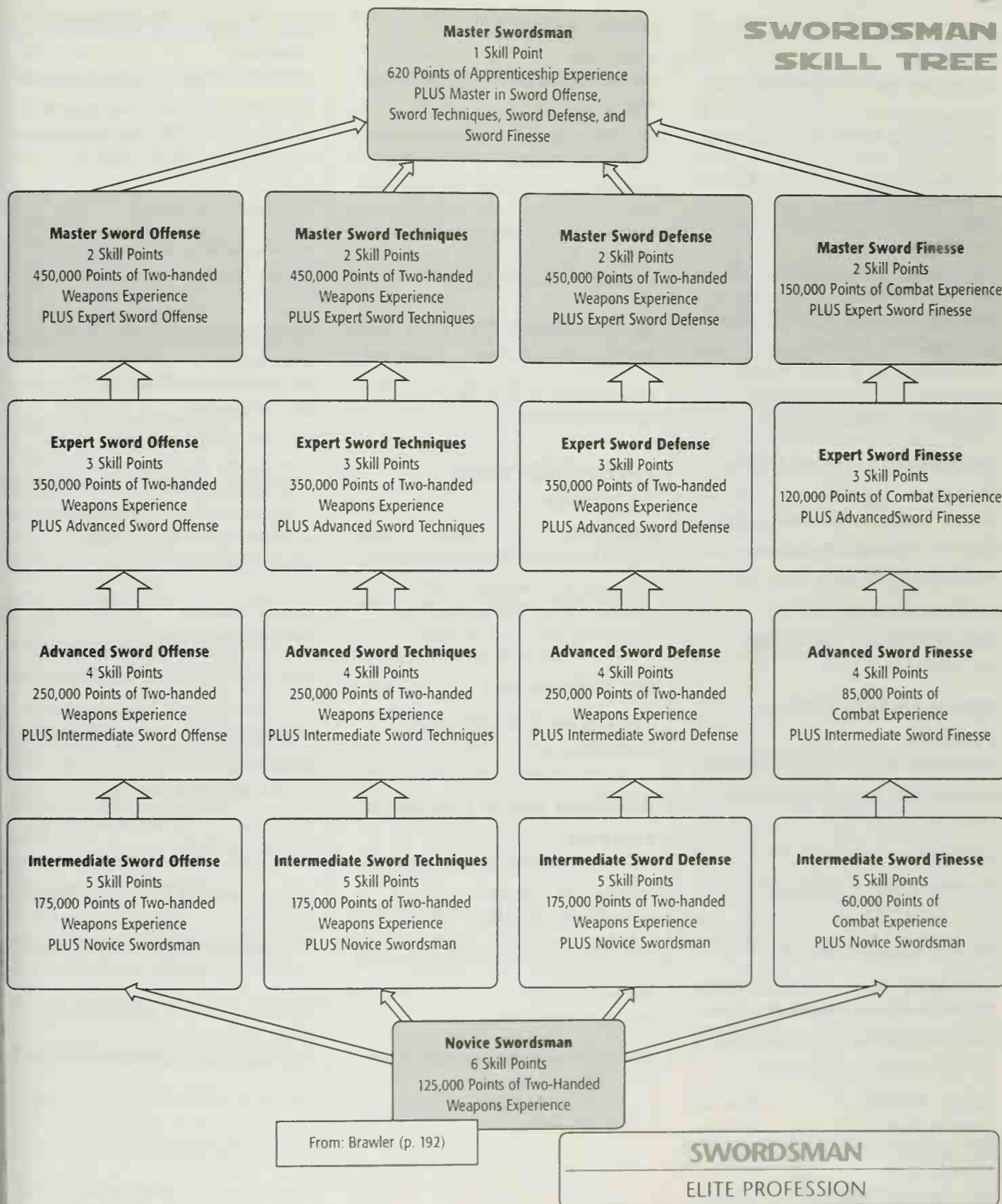
In a group, you will be the tank. Your large weapons draw the attention of the mobs fast and tend to keep them interested in you. So, having a good set of armor is a large benefit in keeping you healthy long enough for a Medic to heal you. If you're the type of player that lives by the phrase "All Aggro to ME!", your area and spin attacks will do the trick. Walking into a group of unfriendlies and smacking them all can quickly put you in six feet under, but when used properly, can keep your Medics and blasters alive.

PvP Combat

Your strongest attack is your Two-Handed Mind Hit. Since Mind cannot be healed by your average stim beating people in the dome is rather effective. Doing this with a large shaft of metal makes it that much better. Always keep your armor tuned and your weapon clean for these occasions. Get your buffs before you engage your enemy, and make sure your belly is full of beneficial food and drink. Just in case, have some Muon Gold and Neutron Pixi handy in your back pocket to keep you upright. (But, don't over-indulge, since the side effects can be rather disastrous.)

As a Swordsman, you'll go toe-to-toe with some cunning foes. Just remember — when wielding a large heavy object, Might makes Right!

SWORDSMAN SKILL TREE



Novice Swordsman

6 Skill Points

125,000 Two-Handed Weapons Experience

Begins a player's specialization in mastering a two-handed sword.

SKILL MODS	VALUE
Counterattack	+15
Melee Defense	+5
Two-Handed Melee Accuracy	+15
Two-handed Melee Center of Being	+5
Two-handed Melee Center of Being Efficacy	+15
Two-Handed Melee Speed	+10
Two-Handed Melee Toughness	+15

COMMANDS & ABILITIES

Two-hand Hit 2

Power Hammer Certification

Intermediate Sword Offense

5 Skill Points

175,000 Two-Handed Weapons Experience

Teaches the benefits of attacking multiple opponents at once.

NO SKILL MODS

COMMANDS & ABILITIES

Two-hand Area Attack 1

Advanced Sword Offense

4 Skill Points

250,000 Two-Handed Weapons Experience

Teaches the benefits of attacking multiple opponents at once.

NO SKILL MODS

COMMANDS & ABILITIES

Two-hand Area Attack 2

Expert Sword Offense

3 Skill Points

350,000 Two-Handed Weapons Experience

Teaches the benefits of attacking multiple opponents at once.

SKILL MODS	VALUE
Defense vs. Dizzy	+20
Defense vs. Intimidate	+20
Defense vs. Stun	+20
Two-Handed Melee Toughness	+4

NO COMMANDS & ABILITIES

Master Sword Offense

2 Skill Points

450,000 Two-Handed Weapons Experience

Title: Cleaver

Teaches the benefits of attacking multiple opponents at once. At this level, a Swordsman can deal massive amounts of area damage while maintaining a strong defense against being blinded, dizzied, or stunned.

SKILL MODS	VALUE
Two-Handed Melee Toughness	+4

COMMANDS & ABILITIES

Two-hand Area Attack 3

Intermediate Sword Techniques

5 Skill Points

175,000 Two-Handed Weapons Experience

Focuses on combining attack speed and technique with an emphasis on head attacks.

NO SKILL MODS

COMMANDS & ABILITIES

Two-hand Head Hit 2

Advanced Sword Techniques

4 Skill Points

250,000 Two-Handed Weapons Experience

Focuses on combining attack speed and technique with an emphasis on head attacks.

SKILL MODS	VALUE
Two-Handed Melee Speed	+15

NO COMMANDS & ABILITIES

Expert Sword Techniques

3 Skill Points

350,000 Two-Handed Weapons Experience

Focuses on combining attack speed and technique with an emphasis on head attacks.

NO SKILL MODS

COMMANDS & ABILITIES

Two-hand Head Hit 3

Master Sword Techniques

2 Skill Points

450,000 Two-Handed Weapons Experience

Title: Battlemaster

Focuses on combining attack speed and technique, with an emphasis on head attacks. At this level of mastery, a Swordsman will be significantly faster at attacking.

SKILL MODS	VALUE
Two-Handed Melee Speed	+15

NO COMMANDS & ABILITIES

Intermediate Sword Defense

5 Skill Points

175,000 Two-Handed Weapons Experience

Emphasizes self-defense versus unusual attacks.

SKILL MODS	VALUE
Counterattaack	+15
Two-Handed Melee Center of Being	+2
Two-Handed Melee Center of Being Efficacy	+10

COMMANDS & ABILITIES

Two-hand Spin Attack 2

Melee Damage Mitigation 1

Advanced Sword Defense

4 Skill Points

250,000 Two-Handed Weapons Experience

Emphasizes self-defense versus unusual attacks, complemented with one style of area attack.

SKILL MODS	VALUE
Counterattack	+15
Defense vs. Posture Change (Down)	+10
Melee Defense	+5
Ranged Defense	+5
Two-Handed Melee Center of Being	+2
Two-Handed Melee Center of Being Efficacy	+10

NO COMMANDS & ABILITIES

Expert Sword Defense

3 Skill Points

350,000 Two-Handed Weapons Experience

Emphasizes self-defense versus unusual attacks, complemented with two styles of area attacks.

SKILL MODS	VALUE
Counterattack	+15
Two-Handed Melee Center of Being	+2
Two-Handed Melee Center of Being Efficacy	+10

COMMANDS & ABILITIES

Two-hand Sweep 2
Melee Damage Mitigation 2

Master Sword Defense

2 Skill Points

450,000 Two-Handed Weapons Experience

Title: Expert Heavy Swordsman

Emphasizes self-defense versus unusual attacks, complemented with two styles of area attacks.

SKILL MODS	VALUE
Counterattack	+10
Defense vs. Knockdown	+15
Melee Defense	+5
Ranged Defense	+5
Two-Handed Melee Center of Being	+2
Two-Handed Melee Center of Being Efficacy	+10

NO COMMANDS & ABILITIES

Intermediate Sword Finesse

5 Skill Points

60,000 Combat Experience

This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind.

NO SKILL MODS

NO COMMANDS & ABILITIES

Advanced Sword Finesse

4 Skill Points

85,000 Combat Experience

This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind.

SKILL MODS	VALUE
Two-Handed Melee Accuracy	+20

NO COMMANDS & ABILITIES

Expert Sword Finesse

3 Skill Points

120,000 Combat Experience

This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind.

NO SKILL MODS

COMMANDS & ABILITIES

Scythe Certification
Two-Hand Mind Hit 2

Master Sword Finesse

2 Skill Points

150,000 Combat Experience

Title: Warrior

This skill is necessary to attain a level of accuracy that allows a Swordsman to wound an opponent's mind. At this level, a Swordsman is much more accurate at two-handed attacks and can inflict heavy mind wound damage.

SKILL MODS	VALUE
Counterattack	+10
Two-Handed Melee Accuracy	+30

NO COMMANDS & ABILITIES

Master Swordsman

1 Skill Point

620 Apprenticeship Experience

The Master Swordsman has the specialized knowledge and skill in two-handed sword category and is a fearsome opponent.

SKILL MODS	VALUE
Counterattack	+10
Defense vs. Blind	+10
Defense vs. Knockdown	+10
Defense vs. Stun	+30
Melee Defense	+5
Ranged Defense	+5
Two-handed Melee Accuracy	+15
Two-handed Melee Center of Being	+5
Two-handed Melee Center of Being Efficacy	+15
Two-Handed Melee Speed	+10

COMMANDS & ABILITIES

Two-hand Hit 3
Melee Damage Mitigation 3

TAILOR

"You look absolutely beautiful. You truly belong here with us among the clouds."

Derived from Artisan, p. 185.

Supply field gear to the Rebel Alliance, set fashion trends for the cultured elite, become the most sought-after costumer to the entertainment world's biggest stars! From soldiers to slitherhorn players, from brawlers to businesswomen, Tailors keep everyone looking his or her best.

The Tailor is a skilled artisan adept at a range of domestic, engineering, surveying, and commercial disciplines, whose craft is vital to the economy. By collecting and combining natural and synthetic resources, the Tailor creates and repairs the high-quality, attractive garments every member of society needs. Are you embarking on a dangerous interplanetary mission? Or perhaps attending a performance at the theater? The Tailor can provide you with the proper attire for any occasion: custom sets of armor, official uniforms, casual wear, ladies' gowns and men's formal wear, hats, shoes, and accessories—these are just a sampling of the clothing the Tailor can provide.

The Tailor profession requires mastery of the Artisan profession, as well as a thorough knowledge of patterns, materials, jewelry-making, clothing repair techniques, and resource gathering. It's ideal for those seeking a vocation that combines technical expertise, aesthetics, and commerce.

— **Neilie Johnson**

Novice Tailor

6 Skill Points

19,200 General Crafting Experience

The Tailor specializes in being able to create a variety of clothing types and styles. A good Tailor is like a good doctor—after you know a good one, you never want to let go of him or her.

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+20
Clothing Customization	+20

COMMANDS & ABILITIES

Bangles	Metal Necklace
Casual Shirt	Military Travel Pack
Councilman's Robe	Padded Jacket
Dress Shirt	Plain Shirt
Formal Shirt	Ribbed Pants
Ithorian Large Pendant	Ribbed Shirt
Ith. Leather Work Gloves	Rugged Jacket
Ithorian Metal Necklace	Sleeveless Dress
Ithorian Military Pack	Smock
Ithorian Striped Pendant	Striped Pants
Ithorian Tight Fit Shirt	Striped Pendant
Ithorian Two Tone Shirt	Synthetic Cloth
Ithorian Workman's Belt	Thin Striped Pants
Large Pendant	Weighted Waist Wrap
Large Pocket Pants	Wook. Travekker's Helm
Leather Work Gloves	Woolly Jacket
Metal Bracelet	Workman's Belt

Casual Wear I: Basics

5 Skill Points

32,000 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Cold Weather Gloves	Paneled Boots
Ithorian Block Panel	Pleated Skirt
Jacket	Sandals
Ithorian Frilled Jacket	Shoe Sole
Ithorian Half Sweater	Sneakers
Ithorian Newsboy	Standard Boots
Ith. Three Striped Pants	Tipless Gloves
Ith. Twin Striped Pants	Women's Shoes
Loose Dress	Wook. Strapped Gloves
Modest Skirt	

Casual Wear II: Synthetics

4 Skill Points

44,800 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Belted Jacket	Jacket
Desert Crawlers	Long Sleeve Shirt
Flex-form Shirt	Mangy Vest
Heavy Shoulder Pad	Muscle Shirt
Hot Pants	Pullover
Ithorian Baggies	Quilted Pants
Ithorian Firey Shirt	Scout Jacket
Ithorian Mystic Pants	Simple Vest
Ithorian Overshirt	Striped Slacks
Ithorian Short Trim	Tight Jacket

Casual Wear III: Weather Wear

3 Skill Points

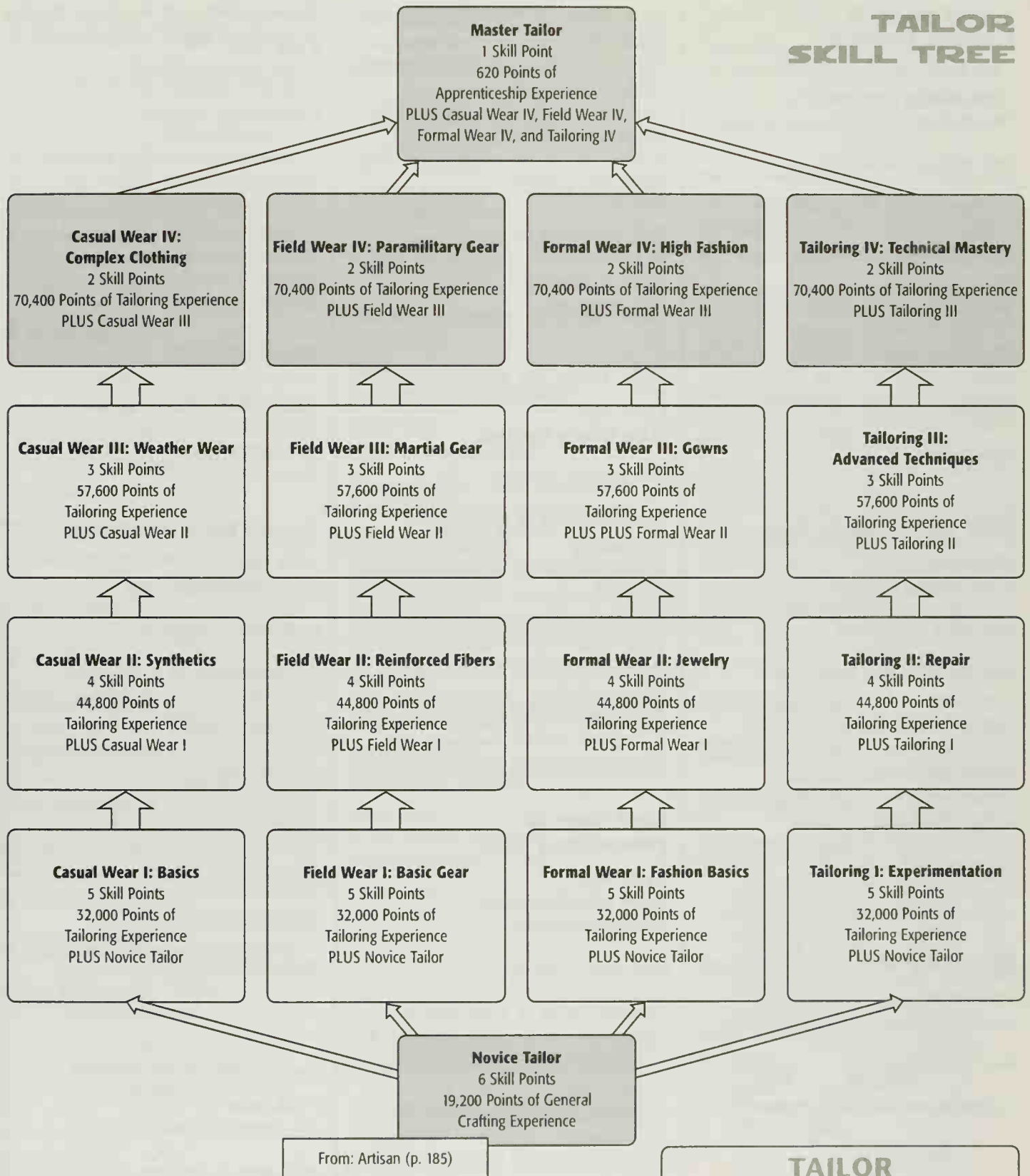
57,600 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Cloak	Large Headwrap
Cloak (Hood Up)	Light Bustier
Decorative Dress	Pleated Dress
Double Robe	Small Bustier
High Quality Boots	Sports Bustier
Ith. Aquatic Pantaloons	Sunguard
Ithorian Athletic Gear	Thermal Boots
Ithorian Casual Shorts	Warm Hat
Ithorian Light Pullover	Wookiee Padded Gloves
Ithorian Racing Gear	Wookiee Smock
Ithorian Warm Jacket	

TAILOR SKILL TREE



TAILOR
ELITE PROFESSION

Casual Wear IV: Complex Clothing

2 Skill Points

70,400 Tailoring Experience

Title: Clothier

NO SKILL MODS

COMMANDS & ABILITIES

Belted Vest	Reinforced Pullover
Crested Vest	Short Skirt
Ithorian Comfort-Flex	Short Vest
Ithorian Fade Dyed Shirt	Sleeveless Jacket
Ith. Nath-Nath Ball Outfit	Sports Wrap
Ith. Tight Fit Jumpsuit	Strange Ithorian Pants
Leather Trim Shirt	Twilek Bone Crest
Long Vest	Twilek Lekku Wrap
Pantaloon	Wooly Shirt
Pilot's Jacket	

Field Wear I: Basic Gear

5 Skill Points

32,000 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Cargo Pocket	Patterned Wook. Gloves
Cargo Vest	Reinforced Jacket
Cold Weather Jacket	Snow Boots
Ithorian Camos	Sturdy Boots
Ithorian Cargo Jacket	Swoop Helm
Ithorian Patrol Pants	Tech Pack
Ithorian Utility Belt	Uniform Boots
Long Leather Gloves	Utility Belt
Padded Pullover	

Field Wear II: Reinforced Fibers

4 Skill Points

44,800 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Ammo Bandolier	Ith. Short Cargo Jacket
Basic Camos	Ith. Small Pocket Belt
Bounty Hunter Pack	Ithorian Supported Shirt
Crafter's Pants	Lined Workshirt
Formfitting Undershirt	Link-Steel Reinf. Gloves
Ithorian Ammo	Pocketed Shorts
Bandolier	Rank Sash
Ithorian Cargo Pants	Reinforced Fiber Panel
Ithorian Easy Fit Shirt	Reinforced Work Shirt
Ithorian Hunter Pack	Small Pocket Belt
Ith. Med Team Jacket	Wookiee Battle Padding
Ith. Pants w/ Knee Pads	Workman's Gloves
Ithorian Rank Sash	

Field Wear III: Martial Gear

3 Skill Points

57,600 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Armor Padding	Ithorian Sports Pullover
Decorated Belt	Ith. Two-Strap Bandolier
Desert Command Jacket	Mercenary Bandolier
Heavy Reinforced Jacket	Multipocket Bandolier
Ithorian Decorated Belt	Padded Workpants
Ithorian Heavy Pants	Reinforced Pants
Ithorian Jungle Shorts	Spec-Ops Duster
Ith. Mercenary Bandolier	Spec-Ops Pack
Ith. Multipocket Bandolier	Two-Strap Bandolier
Ithorian Spec-Ops Pack	Wookiee Shoulder Pad

Field Wear IV: Paramilitary Gear

2 Skill Points

22,000 Tailoring Experience

Title: Uniform Marshal

NO SKILL MODS

COMMANDS & ABILITIES

Cartridge Belt	Ithorian Grenadier's Belt
Crested Battle Padding	Ith. Heavy Pantaloons
Grenadier's Belt	Ithorian Officer's Jacket
Gunman's Duster	Ith. Plated Pantaloons
Heavy Gloves	Ithorian Technical Suit
Infiltration Suit	Long Uniform Gloves
Infiltrator Leggings	Paramilitary Camos
Ithorian Cartridge Belt	Reinforced Jumpsuit

Formal Wear I: Fashion Basics

5 Skill Points

32,000 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Belted Skirt	Ithorian Leather Belt
Bristle Hide Belt	Ithorian Plated Necklace
Crested Neckpiece	Ithorian Strap Belt
Dress Blouse	Ithorian Striped Skirt
Dress Shoes	Ithorian Tech Jacket
Dress Slippers	Leather Belt
Emerald Pendant	Plated Necklace
Fashionably Pleated Skirt	Sidebuttoned Shirt
Ithorian Bristle Hide Belt	Sigiled Waist Wrap
Ith. Crested Neckpiece	Strap Belt
Ithorian Elder's Dress	Trim
Ith. Emerald Pendant	Two-Tone Formal Skirt
Ithorian Frilly Shirt	

Formal Wear II: Jewelry

4 Skill Points

44,800 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Bake Master's Cap	Ithorian Jazzy Jacket
Black Leather Belt	Ithorian Short Dress
Cloaked Dress	Ithorian Suit Belt
Decorative Skirt	Ithorian Widebuckle Belt
Decorative Vest	Jewelry Setting
Flared Jacket	Metal Band
Formal Gown	Robe
Golden Bracelet	Small Ithorian Chef Hat
Golden Symbol	Suit Belt
Intricate Dress	Suit Jacket
Ith. Black Leather Belt	Vested Jacket
Ithorian Buckle Pants	Widebuckle Belt
Ithorian Hemmed Skirt	Wookiee Sage's Hood

Formal Wear III: Gowns

3 Skill Points

57,6 Tailoring Experience

NO SKILL MODS

COMMANDS & ABILITIES

Band	Ith. Meshweave Pants
Decorative Headdress	Ithorian Patterned Skirt
Decorative Waist Wrap	Ithorian Religious Cap
Doctor's Dress	Ithorian Silver Pendant
Elegant Gemstone Necklace	Kitchen Master's Hat
Elegant Gown	Lined Shorts
Flared Cuff Shirt	Longsleeve Gown
Formal Gown	Puffy Ith. Chef Hat
Heavy Crystal Symbol	Signet
Ithorian Elegant	Silver Pendant
Gemstone Necklace	Slacks
Ith. Heavy Crystal Symbol	Suit Shirt
Ithorian Heavy Jacket	Trim Lined Shirt

Formal Wear IV: High Fashion

2 Skill Points

70,400 Tailoring Experience

Title: Costumier

NO SKILL MODS

COMMANDS & ABILITIES

Chef's Apron	Ithorian Khakis
Comfortable Slacks	Ithorian Priest's Robe
Dignified Belt	Ithorian Simplified Belt
Dress Robe	Ithorian Stately Necklace
Dress Slacks	Long Formal Jacket
Dress Uniform Jacket	Luxurious Gown
Exquisite Gown	Noble Skirt
Fancy Belt	Patterned Slip Dress
Ithorian Apron	Refined Skirt
Ith. Ceremonial Garb	Short Wrap
Ithorian Dignified Belt	Simplified Belt
Ith. Fade Pattern Jacket	Stately Necklace
Ithorian Fancy Belt	Thin Pleated Skirt

Tailoring I: Experimentation

5 Skill Points

32,000 Tailoring Experience

Improves the Tailor's ability to assemble clothes from the patterns he or she knows.

SKILL MODS	VALUE
Clothing Assembly	+10
Clothing Experimentation	+10
Clothing Customization	+20

NO COMMANDS & ABILITIES

Tailoring II: Repair

4 Skill Points

44,800 Tailoring Experience

Improves the Tailor's ability to assemble clothes from the patterns he knows.

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

NO COMMANDS & ABILITIES

Tailoring III: Advanced Techniques

3 Skill Points

57,600 Tailoring Experience

Improves the Tailor's ability to assemble clothes from the patterns he or she knows.

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

NO COMMANDS & ABILITIES

Tailoring IV: Technical Mastery

2 Skill Points

22,000 Tailoring Experience

Title: Expert Tailor

Improves the Tailor's ability to assemble clothes from the patterns he or she knows.

SKILL MODS	VALUE
Clothing Assembly	+20
Clothing Experimentation	+40
Clothing Customization	+20

NO COMMANDS & ABILITIES

Master Tailor

1 Skill Point

620 Apprenticeship Experience

The Master Tailor has the widest range of customizable clothing.

SKILL MODS	VALUE
Clothing Assembly	+10
Clothing Experimentation	+10
Clothing Customization	+55

COMMANDS & ABILITIES

Bikini Leggings	Ithorian Leather Gear
Exotic Leotard	Ithorian Mystic Shirt
Extremely Revealing Skirt	Ithorian Priest's Robe
Fighter Flightsuit	Lekku Ys'rak
Gemstone Crest	Low-Cut Top
Grand Ball Gown	Metal Bikini
Grand Healer's Robe	Revealing Bikini
Grand Mayoral Robe	Revealing Fleshwrap
Grand Twi'lek Headpiece	Revealing Top
Heavy Flightsuit	Robe of Honor
Immense Gemstone Necklace	Tactical Skinsuit
Ithorian Gemstone Crest	Trader's Flightsuit
Ithorian Immense Gemstone Necklace	Transport Flightsuit
	Twi'lek Noble Crest
	Winged Hawtpants



TERÄS KÄSI SPECIALIST

"Why don't you come with us? You're pretty good in a fight. I could use you."

Derived from Brawler, p. 192.

The Teräs Käsi ("Steel Hands") Artist is well-trained and deadly in the unarmed combat arts. Unlike other martial disciplines, the Teräs Käsi exceeds the scope of other combat practices by training the mind as strenuously as the body. In an approach that acknowledges mental preparation as the real strength behind physical readiness, the Teräs Käsi Artist uses meditation to achieve high levels of concentration, enabling him or her to attack, heal wounds and take down enemies with a minimum of effort.

The Teräs Käsi Artist (commonly referred to as a TKA) has a wide range of deadly unarmed attacks modeled on animal behaviors and the forces of nature. Facing an adversary — either unarmed or with a melee-weapon — Teräs Käsi are lethal and nearly impossible to knock down or unbalance. Against an opponent armed with ranged weapons, the TKA's high-level abilities enable him or her to evade blaster fire and close in quickly, bringing enemies swiftly to the ground.

The Teräs Käsi may use their strength and talent to protect the weak without expectation of compensation, or may choose a worldlier path and use their skills to join questing groups of adventurers, work for wealthy patrons, or fight in the Galactic Civil War.

The Teräs Käsi profession requires full mastery of the Brawler profession, as well as advanced studies in power techniques, conditioning, precision striking, and meditation. It is an arduous, albeit rewarding, career path to pursue; only the most dedicated, hardworking, and strong-willed martial arts student achieves the honorable title of Teräs Käsi Artist.

TIPS TO SUCCESS AS A TKA

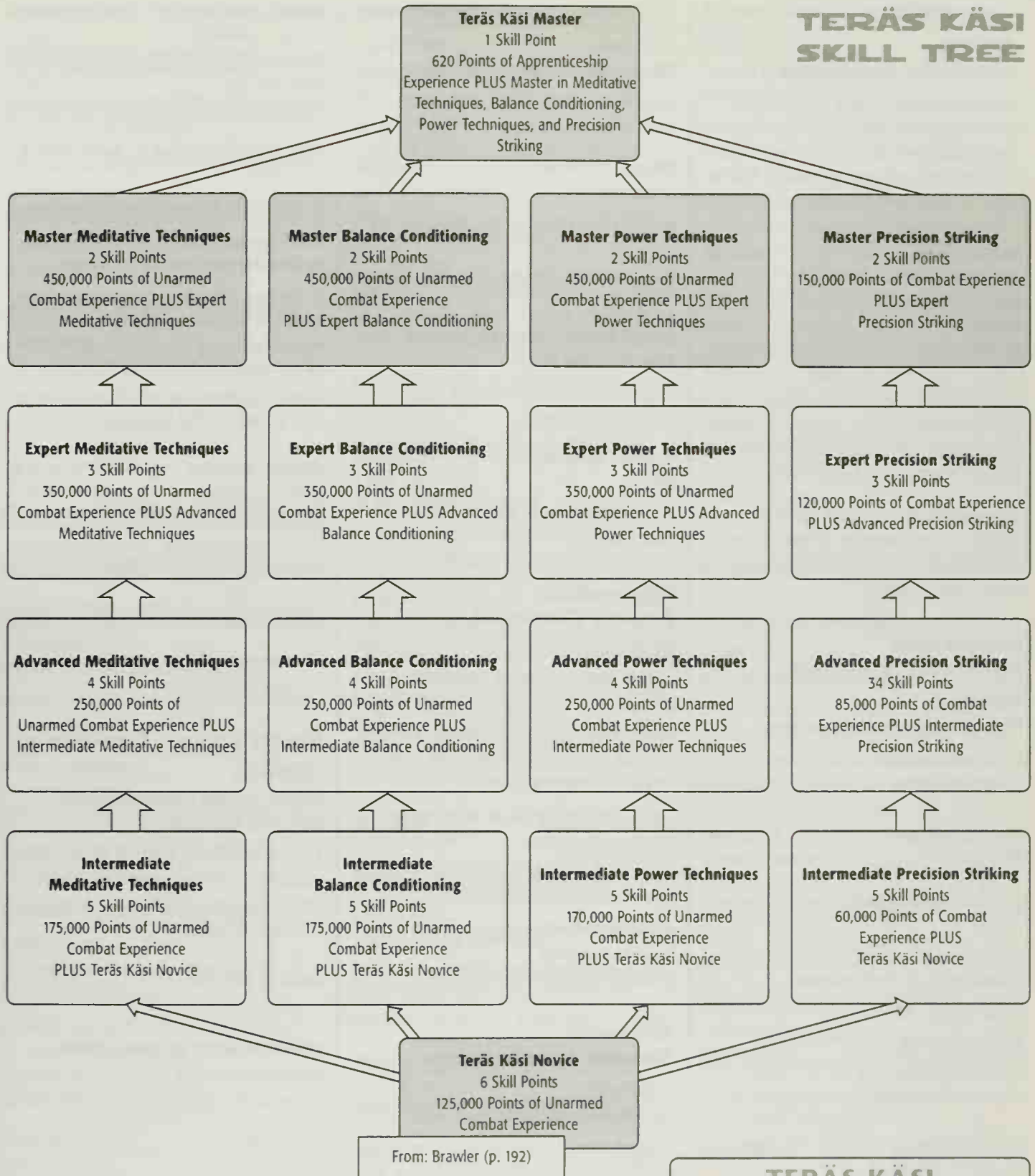
- The quickest path through the unarmed specialization skills required from the Brawler skill set is to find an aspiring and willing medic to accompany you to the field and heal you while you pummel your way through Dalrymores or similar targets. Not only will you have less downtime, but the medic will also get all the healing XP he or she needs.

- Get a pair of vibroknucklers as soon as you can, preferably sliced for maximum damage.
- Once in the actual TKA skills, train up the Power Techniques tree first. All the modifiers in this branch increase your speed and damage. That's a good thing!
- Next, work through the Meditative Techniques branch. With the second box of the branch comes powerboost. You will use this temporary boost to your stats often. Another good reason to pursue this branch is that you will not be able to heal wounds until you master all the Meditative Techniques skills.
- Your knockdown skill is achieved with Intermediate Balance Conditioning. Once an opponent is on the ground, your damage doubles. Once you get this command, always open with it and follow up with a combo from one of the other branches.

Teräs Käsi Profession researched by Kristin Bates.



TERÄS KÄSI SKILL TREE



TERÄS KÄSI
ELITE PROFESSION

Teräs Käsi Novice

6 Skill Points

125,000 Unarmed Combat Experience

Teräs Käsi Artista are significant forces even by themselves. The Teräs Käsi Artist focuses on learning the techniques to make his or her fist and feet deadly weapons.

SKILL MODS	VALUE
Combat Equilibrium	+10
Defensive Acuity	+15
Meditate	+15
Unarmed Accuracy	+10
Unarmed Center of Being Duration	+5
Unarmed Center of Being Efficacy	+15
Unarmed Damage	+70
Unarmed Speed	+10
Unarmed Toughness	+4

COMMANDS & ABILITIES

Meditate
Unarmed Hit 2
Vibroknuckler Certification

Intermediate Meditative Techniques

5 Skill Points

175,000 Unarmed Combat Experience

Improves chances to hit with unarmed attacks.

SKILL MODS	VALUE
Meditate	+15

NO COMMANDS & ABILITIES

Advanced Meditative Techniques

4 Skill Points

250,000 Unarmed Combat Experience

Improves chances to hit with unarmed attacks.

SKILL MODS	VALUE
Meditate	+15

COMMANDS & ABILITIES

Power Boost

Expert Meditative Techniques

3 Skill Points

350,000 Unarmed Combat Experience

Improves chances to hit with unarmed attacks.

SKILL MODS	VALUE
Meditate	+15

NO COMMANDS & ABILITIES

Master Meditative Techniques

2 Skill Points

450,000 Unarmed Combat Experience

Title: Teräs Käsi Mystic

Improves chances to hit with unarmed attacks.

SKILL MODS	VALUE
Meditate	+15

COMMANDS & ABILITIES

Force of Will

Intermediate Balance Conditioning

5 Skill Points

175,000 Unarmed Combat Experience

Allows the Teräs Käsi student to understand how to merge stability and instability concepts into more complete forms.

SKILL MODS	VALUE
Combat Equilibrium	+10
Defense vs. Blind	+10
Defense vs. Posture Change (Down)	+10

COMMANDS & ABILITIES

Unarmed Knockdown 1
Melee Damage Mitigation 1

Advanced Balance Conditioning

4 Skill Points

250,000 Unarmed Combat Experience

Allows for further understanding of the benefits of self-balance as compared to the offensive capabilities of imbalance.

SKILL MODS	VALUE
Combat Equilibrium	+10
Defense vs. Posture Change (Down)	+10
Defense vs. Stun	+10
Unarmed Toughness	+15

NO COMMANDS & ABILITIES

Expert Balance Conditioning

3 Skill Points

350,000 Unarmed Combat Experience

Conveys a higher understanding of how to use mobility and immobility as two parts of the same technique, to unbalance one's opponents while maintaining a rock-solid balance of self.

SKILL MODS	VALUE
Combat Equilibrium	+10
Defense vs. Dizzy	+5
Defense vs. Knockdown	+20
Defense vs. Posture Change (Down)	+10
Defense vs. Stun	+5
Unarmed Toughness	+4

COMMANDS & ABILITIES

Melee Damage Mitigation 2

Master Balance Conditioning

2 Skill Points

450,000 Unarmed Combat Experience

Title: Teräs Käsi Monk

This is the final key to true understanding of the potential use of gravity as an additional weapon in your arsenal.

SKILL MODS	VALUE
Unarmed Toughness	+4

COMMANDS & ABILITIES

Unarmed Knockdown 2

Intermediate Power Techniques

5 Skill Points

175,000 Unarmed Combat Experience

Grants faster speed and damage to unarmed attacks.

SKILL MODS	VALUE
Unarmed Damage	+15
Unarmed Speed	+15

COMMANDS & ABILITIES

Unarmed Dizzy 1

Advanced Power Techniques

4 Skill Points

250,000 Unarmed Combat Experience

Grants faster speed and damage to unarmed attacks.

SKILL MODS	VALUE
Unarmed Damage	+15
Unarmed Speed	+15

COMMANDS & ABILITIES

Unarmed Combo 1

Expert Power Techniques

3 Skill Points

350,000 Unarmed Combat Experience

Grants faster speed and damage to unarmed attacks.

SKILL MODS	VALUE
Unarmed Damage	+15
Unarmed Speed	+15

COMMANDS & ABILITIES

Unarmed Spin Attack 2

Master Power Techniques

5 Skill Points

450,000 Unarmed Combat Experience

Title: Teräs Käsi Expert

Grants faster speed and damage to unarmed attacks. At this level of expertise, you can do considerable unarmed damage to an opponent.

SKILL MODS	VALUE
Unarmed Damage	+15
Unarmed Speed	+15

COMMANDS & ABILITIES

Unarmed Combo 2

Intermediate Precision Striking

5 Skill Points

60,000 Combat Experience

This leads the Teräs Käsi student to the beginning of the path toward accuracy in attacking.

SKILL MODS	VALUE
Defensive Acuity	+15
Melee Defense	+15
Ranged Defense	+5
Unarmed Accuracy	+30
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10

COMMANDS & ABILITIES

Unarmed Body Hit 1

Advanced Precision Striking

4 Skill Points

85,000 Combat Experience

Furtheres the Teräs Käsi's understanding of accurate attacks.

SKILL MODS	VALUE
Defensive Acuity	+11
Melee Defense	+15
Ranged Defense	+10
Unarmed Accuracy	+20
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+5
Unarmed Toughness	+5

COMMANDS & ABILITIES

Unarmed Leg Hit 1

Expert Precision Striking

3 Skill Points

120,000 Combat Experience

Brings Teräs Käsi students to a true understanding of how to accurately attack their opponents.

SKILL MODS	VALUE
Defensive Acuity	+15
Melee Defense	+15
Ranged Defense	+15
Unarmed Accuracy	+30
Unarmed Center of Being Duration	+2
Unarmed Center of Being Efficacy	+10

NO COMMANDS & ABILITIES

Master Precision Striking

2 Skill Points

150,000 Combat Experience

Title: Teräs Käsi Warrior

Completes the Teräs Käsi student's learning accuracy secrets, which also convey important insights into self-defense. At this level of understanding, one can attack an opponent's head, legs, or body with ease.

SKILL MODS	VALUE
Defensive Acuity	+15
Melee Defense	+15
Ranged Defense	+15
Unarmed Accuracy	+20
Unarmed Center of Being Duration	+1
Unarmed Center of Being Efficacy	+10
Unarmed Toughness	+5

COMMANDS & ABILITIES

Unarmed Head Hit 1

Teräs Käsi Master

1 Skill Point

620 Apprenticeship Experience

The Teräs Käsi Masters are the most feared melee combat opponents, as they can deliver rapid, damaging blows to even the strongest of enemies.

SKILL MODS	VALUE
Combat Equilibrium	+15
Defensive Acuity	+25
Meditate	+25
Unarmed Accuracy	+15
Unarmed Center of Being Duration	+5
Unarmed Center of Being Efficacy	+10
Unarmed Damage	+70
Unarmed Speed	+20

COMMANDS & ABILITIES

Melee Damage Mitigation 3

Unarmed Hit 3

WEAPONSMITH

"Hello there, young soldier. How may I be of service? Ahh...you are looking for a finely crafted weapon! I have plenty to choose from. Please take a gander at my wide selection; you will most definitely be pleased by what I have to offer."

Derived from Artisan, p. 185.

The life of a Weaponsmith is certainly one of great rewards, but before you can reap the benefits, you must go through the arduous of learning the art of the craft — which weapons require what resources, and which version of Kammyr Iron is best for the ultimate power hammer, and which to use in the Bounty Hunter's EE3 Carbine.

A Weaponsmith will start as a small business, and with enough hard work and dedication to the craft, can turn into a large enterprise. A good Weaponsmith offers a wide range of weaponry to satisfy all customers and has the required dedication and personality to satisfy most special order requests. An important thing to remember as a newcomer to the craft is that success doesn't happen overnight. Don't get discouraged if you do not sell many weapons overnight, and make sure to keep up-to-date with the server's best resources for each particular craftable item. Only that and patience will help to grow your business grow.

All that said, the Weaponsmith is one of the most vital professions in the galaxy. The Galactic Civil War rages, far-flung towns have become lawless, the wilderness is rife with deadly beasts, so out of necessity every citizen must arm him or herself, and it's the Weaponsmith who supplies and repairs the best weapons credits can buy.

The Weaponsmith is a highly trained Artisan, skilled in all the basic disciplines of engineering, resource-gathering, domestic arts, and commerce, who has gone on to absorb all there is to know about firearms, munitions, melee weapons, and crafting techniques—a true master in the art of custom weapon creation.

Weaponsmiths are a strong commercial presence in any community; their skills are in constant demand and the good ones can pick and choose their customers—providing weaponry for special groups of townspeople, criminal factions, individual clients, or combatants involved in the Galactic Civil War. Any Artisan who appreciates fine weapons production and craves financial prosperity will enjoy the Weaponsmith profession.

WEAPONSMITH PLAYING TIPS

Experimentation

- Experimentation Points can be spent in one experimentation attempt in hopes of an amazing success, or gradually in multiple experimentation attempts if you prefer to try and average out your failures.
- Pay attention to what your customers are asking for in experimentation. Most will want maximum damage all the way; however, you can gain benefits gained in other areas without sacrificing damage.
- Use the best resources for your project in order to maximize your experimentation effectiveness. For example, if an item calls for 80% Unit Toughness and 20% Overall Quality, do your best to fill both requirements, but concentrate on the higher percentage if you have to make sacrifices.

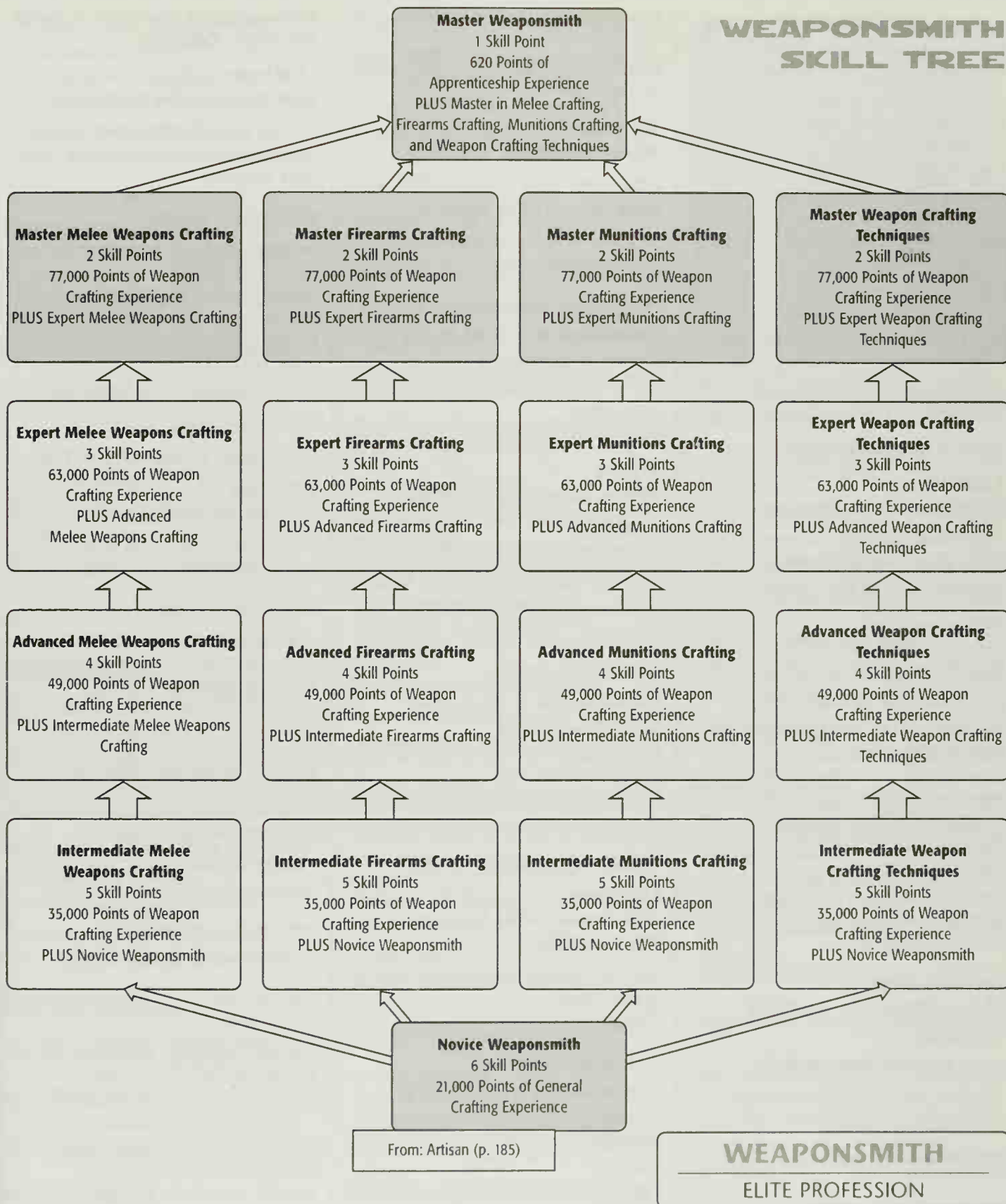
Tools

- Use the right tool for the job. The majority of work will be done with a Weapon & Droid crafting tool.
- Crafting Stations (public or private) allow access to higher schematics and experimentation when used in conjunction with the appropriate crafting tool.
- A lot of advanced schematics require identical components, such as three identical power handlers. These can only be produced in a factory, and they have to be produced in the same production run.
- Using a factory, you can make a batch of identical weapons that all bear the same stats — handy for making a lot of exceptional weapons.

Power leveling

- While leveling through the Weaponsmith skill trees, use practice mode to earn a small XP bonus.
- Crafting macros can help speed up the process by skipping through a few confirmation dialogues.
- Use as many crafting tools as you need to keep the process running full speed.
- Factories only produce a small amount of XP as compared to making the item by hand. Only use factories for XP if you have an abundance of resources. Keep in mind you have to be within the vicinity of a Factory to gain XP.
- People who use your items grant you User XP. Currently, you can get XP equal to the amount you received for crafting the item.

WEAPONSMITH SKILL TREE



WEAPON ENHANCEMENT GUIDE**Melee Weapon Enhancements**

Acklay Bones (Gaderiffi Baton, Stun Baton,
Power Hammer)

Rancor Teeth (Bladed Weapons)
Vibro Motors (Vibro Weapons)

Ranged Weapon Enhancements

Krayt Dragon Tissue (All except FWG5, Tangle
Pistol, Launcher Pistol and Spraystick)

Energy Capacitors (All except FWG5, Tangle Pistol,
Launcher Pistol and Spraystick)

Projectile Feed Mechanism (FWG5, Tangle Pistol,
Launcher Pistol, Spraystick, Bowcaster)

Gorax Bone Shards (FWG5, Tangle Pistol, Launcher
Pistol, Spraystick, Bowcaster)

Spider Fangs (FWG5, Tangle Pistol, Launcher Pistol,
Spraystick, Bowcaster)

Novice Weaponsmith

6 Skill Points

21,000 General Crafting Experience

The Weaponsmith can craft a wide variety of dangerous weapons out of raw materials.

SKILL MODS	VALUE
Weapon Assembly	+10
Weapon Experimentation	+10

COMMANDS & ABILITIES

Blade Vibro Unit	Projectile Pistol Barrel
Blaster Power-Handler	Reinforcement Core
Blaster-Pistol Barrel	Rifle Stock
C12 Fragmentation Grenade	Sword
	Sword Core
D18 Pistol	Warhead Fusing
DLT20 Rifle	Mechanism
Light Warhead Mechanism	Weapon Scope
Metal Staff	Weapon Upgrade Kit
Projectile Feed Mechanism	

**Intermediate
Melee Weapons Crafting**

5 Skill Points

35,000 Weapon Crafting Experience

Teaches how to make more complex melee weapons.

NO SKILL MODS**COMMANDS & ABILITIES**

Lance
Gaderiffi Baton
Two-Handed Axe

**Advanced
Melee Weapons Crafting**

4 Skill Points

49,000 Weapon Crafting Experience

Teaches how to make more complex melee weapons.

NO SKILL MODS**COMMANDS & ABILITIES**

Advanced Reinforcement Core
Advanced Sword Core
Curved Sword
Vibro Knuckler

**Expert
Melee Weapons Crafting**

3 Skill Points

63,000 Weapon Crafting Experience

Teaches the Weaponsmith how to make more complex melee weapons.

NO SKILL MODS**COMMANDS & ABILITIES**

Advanced Vibro Blade Unit
Ryck Blade
Two-Handed Curved Sword
Vibro Blade

**Master
Melee Weapons Crafting**

2 Skill Points

77,000 Weapon Crafting Experience

Title: Swordsmith

Teaches the Weaponsmith how to make more complex melee weapons.

NO SKILL MODS**COMMANDS & ABILITIES**

Stun Baton
Two-Handed Cleaver
Vibro Axe
Vibro Lance

**Intermediate
Firearms Crafting**

5 Skill Points

35,000 Weapon Crafting Experience

Grants the Weaponsmith knowledge of how to make more complex firearms.

NO SKILL MODS**COMMANDS & ABILITIES**

Blaster-Rifle Barrel
Chemical Dispersion Mechanism
DH17 Carbine
DL44 Pistol
DLT20a Rifle
Projectile Rifle Barrel
Scout Blaster

Advanced Firearms Crafting

4 Skill Points

49,000 Weapon Crafting Experience

Grants knowledge of how to make more complex firearms.

NO SKILL MODS**COMMANDS & ABILITIES**

DH17 Short Carbine Striker Pistol
DL44 Metal Pistol Tusken Rifle
FWG5 Pistol

Expert Firearms Crafting

3 Skill Points

63,000 Weapon Crafting Experience

Grants knowledge of how to make more complex firearms.

NO SKILL MODS**COMMANDS & ABILITIES**

Advanced Blaster Pistol Barrel	Advanced Weapon Stock
Advanced Blaster Power Handler	Blaster-Pistol Barrel
Advanced Projectile Feed Mechanism	DH17 Pistol
Advanced Projectile Pistol Barrel	E11 Carbine
Advanced Weapon Scope	E11 Rifle
	Launcher Pistol
	Power 5 Pistol
	Scatter Pistol
	SG82 Rifle

Master Firearms Crafting

2 Skill Points

77,000 Weapon Crafting Experience

Title: Gunsmith

Grants knowledge of how to make more complex firearms.

NO SKILL MODS

COMMANDS & ABILITIES

Advanced Blaster	Heavy Partical Beam
Rifle Barrel	Cannon
Advanced Chemical	Laser Carbine
Dispersion Mechanism	Laser Rifle
Advanced Projectile	Lightning Beam Cannon
Rifle Barrel	Lightning Cannon
Beam Rifle	Spray Stick
EE3 Carbine	SR Combat Pistol

Intermediate Munitions Crafting

5 Skill Points

35,000 Weapon Crafting Experience

Conveys the knowledge of how to make explosives.

NO SKILL MODS

COMMANDS & ABILITIES

C22 Fragmentation Warhead
Chemical Warhead
DRX Mine
Medium Warhead Mechanism

Advanced Munitions Crafting

4 Skill Points

49,000 Weapon Crafting Experience

Improves the Weaponsmith's knowledge of explosives.

NO SKILL MODS

COMMANDS & ABILITIES

CryoBan Grenade
Glop Grenade
Heavy Warhead Mechanism
Warhead Stabilizing Devices

Expert Munitions Crafting

3 Skill Points

63,000 Weapon Crafting Experience

Improves the Weaponsmith's knowledge of explosives.

NO SKILL MODS

COMMANDS & ABILITIES

Thermal Detonator
XG Mine

Master Munitions Crafting

2 Skill Points

77,000 Weapon Crafting Experience

Title: Explosives Manufacturer

Improves the Weaponsmith's knowledge of explosives.

NO SKILL MODS

COMMANDS & ABILITIES

Proton Grenade
Anti-Vehicular Mine

Intermediate Weapon Crafting Techniques

5 Skill Points

35,000 Weapon Crafting Experience

Conveys improved ability to craft all types of weapons.

SKILL MODS	VALUE
Weapon Assembly	+10
Weapon Experimentation	+10

NO COMMANDS & ABILITIES

Advanced Weapon Crafting Techniques

4 Skill Points

49,000 Weapon Crafting Experience

Conveys improved ability to craft all types of weapons.

SKILL MODS	VALUE
Weapon Assembly	+15
Weapon Experimentation	+15

NO COMMANDS & ABILITIES

Expert Weapon Crafting Techniques

3 Skill Points

63,000 Weapon Crafting Experience

Conveys improved ability to craft all types of weapons.

SKILL MODS	VALUE
Weapon Assembly	+20
Weapon Experimentation	+20

NO COMMANDS & ABILITIES

Master Weapon Crafting Techniques

2 Skill Points

77,000 Weapon Crafting Experience

Title: Expert Weaponsmith

Conveys improved ability to craft all types of weapons.

SKILL MODS	VALUE
Weapon Assembly	+20
Weapon Experimentation	+20

NO COMMANDS & ABILITIES

Master Weaponsmith

1 Skill Point

620 Apprenticeship Experience

The Master Weaponsmith creates the deadliest weapons one can find.

SKILL MODS	VALUE
Weapon Assembly	+25
Weapon Experimentation	+25

COMMANDS & ABILITIES

Acid Stream Launcher
DX2 Pistol
DXR6 Carbine
Elite Carbine
Flame Thrower
Heavy Acid Rifle
Imperial Detonator
Jawa Ion Rifle
Long Vibro Axe
Power Hammer
Republic Blaster
Rocket Launcher
T21 Rifle
Tangle Pistol

THE HYBRID PROFESSIONS

Because these careers derive from multiple sources, they are harder to achieve. But the rewards are worthwhile. Because these careers are difficult to master (or reach) their practitioners are sought after.

BIO-ENGINEER

"Your clones are very impressive."

Derived from Medic, p. 208, and Scout, p. 214.

The Bio-Engineer takes the wonders of nature and manipulates them to his or her desire with the power of genetic engineering and cloning. Using this power well takes science another step forward with beneficial results for society. Using this power poorly can lead to the side of the ethical line that not even the Empire is willing to cross.

To gain the necessary elements for their experiments, Bio-Engineers collect samples of DNA from a variety of specimens, living or dead, and analyze which combinations provide the optimum profile. With this knowledge, and employing a comprehensive knowledge of clone engineering, they can safely breed dewbacks, banthas, and more in the laboratory. Bio-Engineers

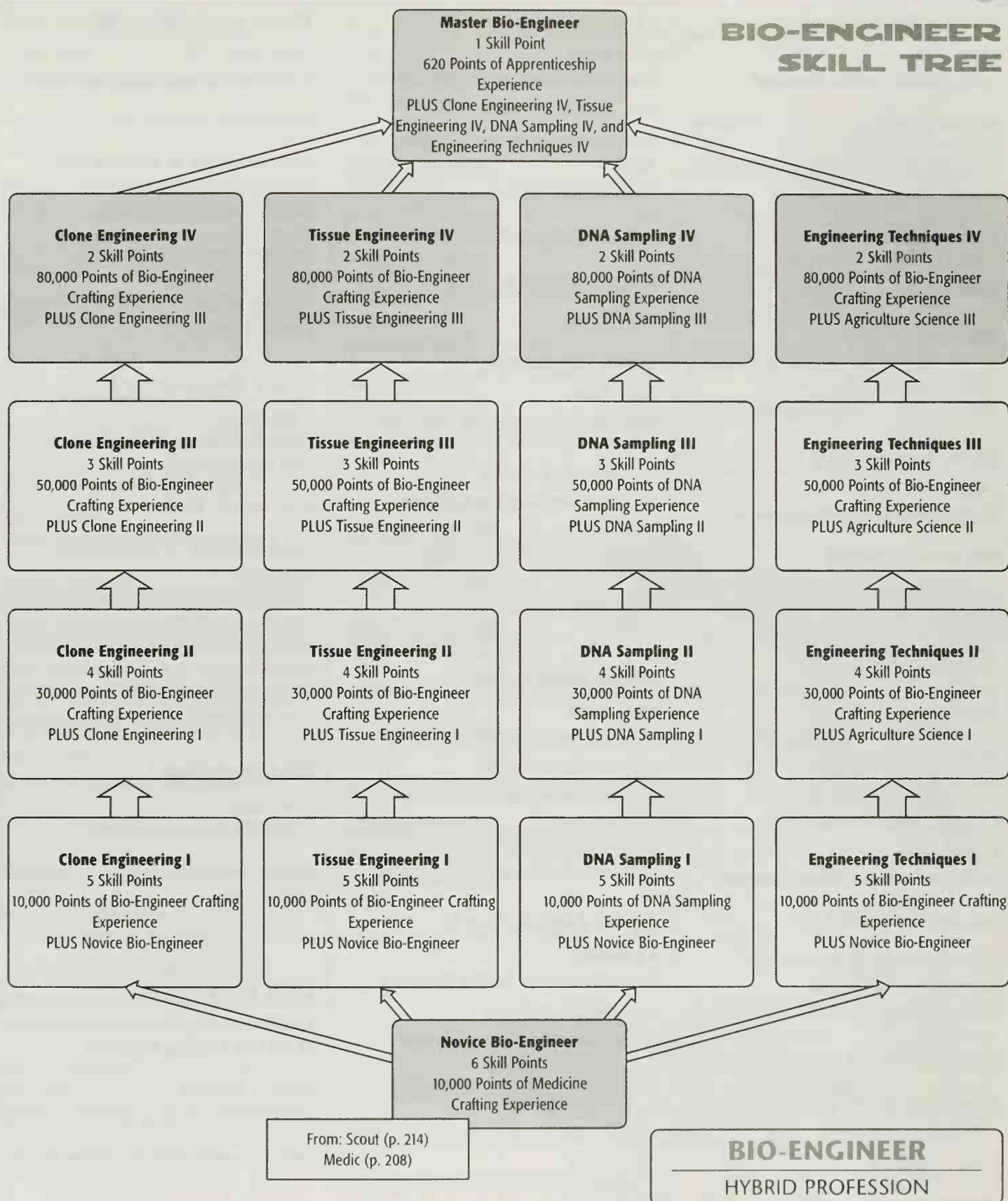
with a solid foundation in tissue engineering can go beyond even this, imbuing their creations with enhanced reflexes, physical prowess, and mental capabilities far above what their natural counterparts could ever possess. Brilliant experiments are rumored to have been taught to do actions that

one had thought only humanoids could perform. The only hindrance to becoming a Bio-Engineer is the necessity of maintaining a comprehensive knowledge of the Medic's organic chemistry and the inner workings of creatures only gained through a Scout's hunting experience. After that, the Bio-Engineer is free to seek profit in cloning a line of tireless eopies, to feed the world by boosting the yield of flora harvesters, or to cultivate the mad scientist within and originate a new breed of rancor with the terrifying power of camouflage. This power and these choices belong only to the Bio-Engineer.

— John Kwong



BIO-ENGINEER SKILL TREE



Novice Bio-Engineer**6 Skill Points****10,000 Medicine Crafting Experience**

SKILL MODS	VALUE
Bio-Engineer Assembly	+10
Bio-Engineer Experimentation	+10
DNA Harvesting	+15

COMMANDS & ABILITIES

Bearded Jax	Kaadu
Constrictor Cloth	Multisaccharide Dimate
Durni	Pet Stimpack A
Eopie	Squall
Generic DNA Template	Swirl Prong
Gnort	Vir Vur
Ikopi	Sample DNA

Clone Engineering I**5 Skill Points****10,000 Bio-Engineer Creature Experience****NO SKILL MODS****COMMANDS & ABILITIES**

Bageraset	Krahbu
Cu Pa	Kwi
Dewback	Mott
Gualama	Roba
Gurnaset	Tybis
Huurton	Verne
Kahmurra	

Clone Engineering II**4 Skill Points****30,000 Bio-Engineer Creature Experience****NO SKILL MODS****COMMANDS & ABILITIES**

Boar Wolf	Kima
Bocatt	Kusak
Carriion Spat	Langlatch
Choku	Pugoriss
Dune Lizard	Vesp
Gurrcat	Zucca Boar

Clone Engineering III**3 Skill Points****50,000 Bio-Engineer Creature Experience****NO SKILL MODS****COMMANDS & ABILITIES**

Bantha	Falumpaset
Blurrig	Gronda
Bol	Piket
Bolle Bol	Ronto
Bolma	Snorbal
Bordok	Thune
Brackaset	

Clone Engineering IV**2 Skill Points****80,000 Bio-Engineer Crafting Experience****Title: Breeder****NO SKILL MODS****COMMANDS & ABILITIES**

Angler	Mawgax
Dalyrake	MerekNarglatch
Guf DrolgGurrek	Razor Cat
Hermit Spider	Shear Mite
Kliknik	Slice Hound

Tissue Engineering I**5 Skill Points****10,000 Bio-Engineer Crafting Experience****NO SKILL MODS****COMMANDS & ABILITIES**

Confidence Cloth	Devaronian Alipedene
Hyper Yeast Additive	Myoflex Cloth Treatment
Micronutrient Supplement	Pet Vitality Medpack A

Tissue Engineering II**4 Skill Points****30,000 Bio-Engineer Crafting Experience****NO SKILL MODS****COMMANDS & ABILITIES**

Carboreductive Catalyst	
Hyper Yeast Concentrate	
Passive Biosensors	
Passive Tranquilizers	
Pet Stimpack B	
Scent Camouflage	
Visual Camouflage	

Tissue Engineering III**3 Skill Points****50,000 Bio-Engineer Crafting Experience****NO SKILL MODS****COMMANDS & ABILITIES**

Broad-Spectrum Nutrients
Caloric Conversion Supplement
Coagulant Agents
Enhanced Myoflex Treatment
Multisaccharide Tetramate
Pet Vitality Medpack B
Toughened Fibers

Tissue Engineering IV**2 Skill Points****80,000 Bio-Engineer Crafting Experience****Title: Expert Bio-Engineer****NO SKILL MODS****COMMANDS & ABILITIES**

Active Biosensors
Active Tranquilizers
Edible Nano Constructors
Macrosodial Pentamate
Mimetic Circuitry
Pet Stimpack C
Scent Neutralization

DNA Sampling I**5 Skill Points****10,000 DNA Sampling Experience**

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES**DNA Sampling II****4 Skill Points****30,000 DNA Sampling Experience**

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES

DNA Sampling III

3 Skill Points
50,000 DNA Sampling Experience

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES

DNA Sampling IV

2 Skill Points
80,000 DNA Sampling Experience
Title: Field Scientist

SKILL MODS	VALUE
DNA Harvesting	+15

NO COMMANDS & ABILITIES

Engineering Techniques I

5 Skill Points
10,000 Bio-Engineer Crafting Experience

SKILL MODS	VALUE
Bio-Engineer Assembly	+10
Bio-Engineer Experimentation	+10

NO COMMANDS & ABILITIES

Engineering Techniques II

4 Skill Points
30,000 Bio-Engineer Crafting Experience

SKILL MODS	VALUE
Bio-Engineer Assembly	+15
Bio-Engineer Experimentation	+15

NO COMMANDS & ABILITIES

Engineering Techniques III

3 Skill Points
50,000 Bio-Engineer Crafting Experience

SKILL MODS	VALUE
Bio-Engineer Assembly	+15
Bio-Engineer Experimentation	+15

NO COMMANDS & ABILITIES

Engineering Techniques IV

2 Skill Points
80,000 Bio-Engineer Crafting Experience
Title: Geneticist

SKILL MODS	VALUE
Bio-Engineer Assembly	+25
Bio-Engineer Experimentation	+25

NO COMMANDS & ABILITIES

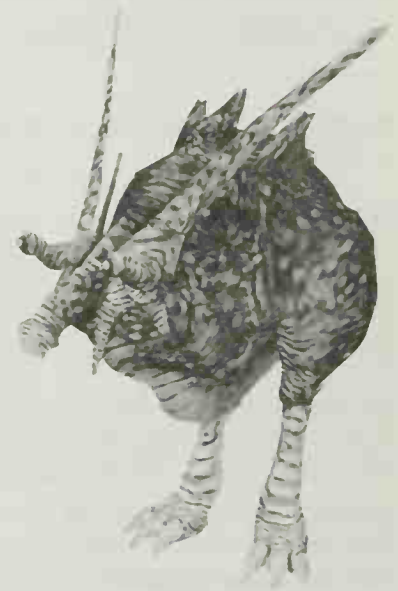
Master Bio-Engineer

1 Skill Point
620 Apprenticeship Experience

SKILL MODS	VALUE
Bio-Engineer Assembly	+25
Bio-Engineer Experimentation	+25
DNA Harvesting	+25

COMMANDS & ABILITIES

Carbocaloric Eliminator
Fambaa
Fear Release
Graul
Huf Dun
Intelligent Nanonutrients
Kimogila
Pet Stimpack D
Pet Vitality Medpack C
Rancor
Sharnaff
Tensile Resistance
Torton
Veermok
Woolamander



BOUNTY HUNTER

"This Bounty Hunter is my kind of scum, fearless and inventive."

Derived from Scout, p. 214, and Marksman, p. 203.

Fearless and inventive are good words to describe the Bounty Hunter. Dangerous would be more appropriate. Tracking down the scum of the galaxy is not a job for the weak at heart. Some argue whether Bounty Hunters even have hearts.

Bounty Hunters are deadly fighters and shrewd investigators—required skills for this line of work. The bounties are those who are too slippery or dangerous for the authorities (or usual brand of thugs). The Bounty Hunter uses informants, genetic records, tracking droids, intuition, and luck to find these seedy characters. Some set certain standards of whom they will track down, but most will go after anyone—for the right price. That price is usually fairly high, which makes the Bounty Hunter profession a lucrative one. Successful Bounty Hunters can buy the best arms, armor, and equipment available. Their profession requires them to have the very best if they hope to survive.

The road to becoming a Bounty Hunter is hardly easy. You must master both the Marksman and Scout Exploration IV before you can become a Novice Bounty Hunter. The road to Master Bounty Hunter proves to be equally challenging, requiring you to master skills from the previous trees and new skills you will gain along the way. Each of the three combat trees you can select are equally beneficial. Carbon Specialization opens up skills like Underhand

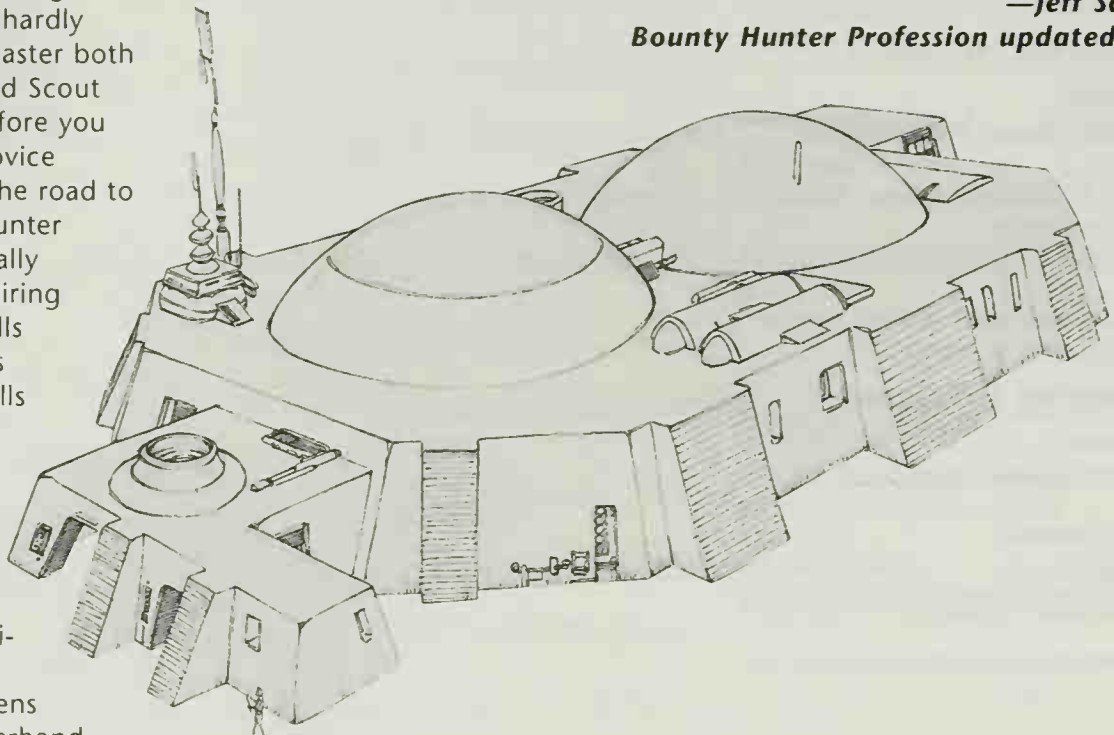
Shot, which is of paramount importance in taking down difficult targets. Blaster Specialization adds some great bleeding attacks, and Eye Shot is particularly good for disorienting your foe. Lightning Rifle Specialization is a unique weapon path for the Bounty Hunter, allowing you to use a very powerful weapon that most targets (and creatures) have little resistance against. Investing your hard-earned credits in a well-made Light Lightning Cannon will do wonders for your job efficiency.

Arguably, the most difficult tree in the profession to increase is Investigation. Experience points are gained by obtaining a mission from a Bounty Hunter mission terminal, speaking with a local contact (any designated informant will work), using a droid to track the target, and finally, taking the target down. Besides becoming a better hunter, however, the Investigation tree also rewards the Bounty Hunter with damage mitigation.

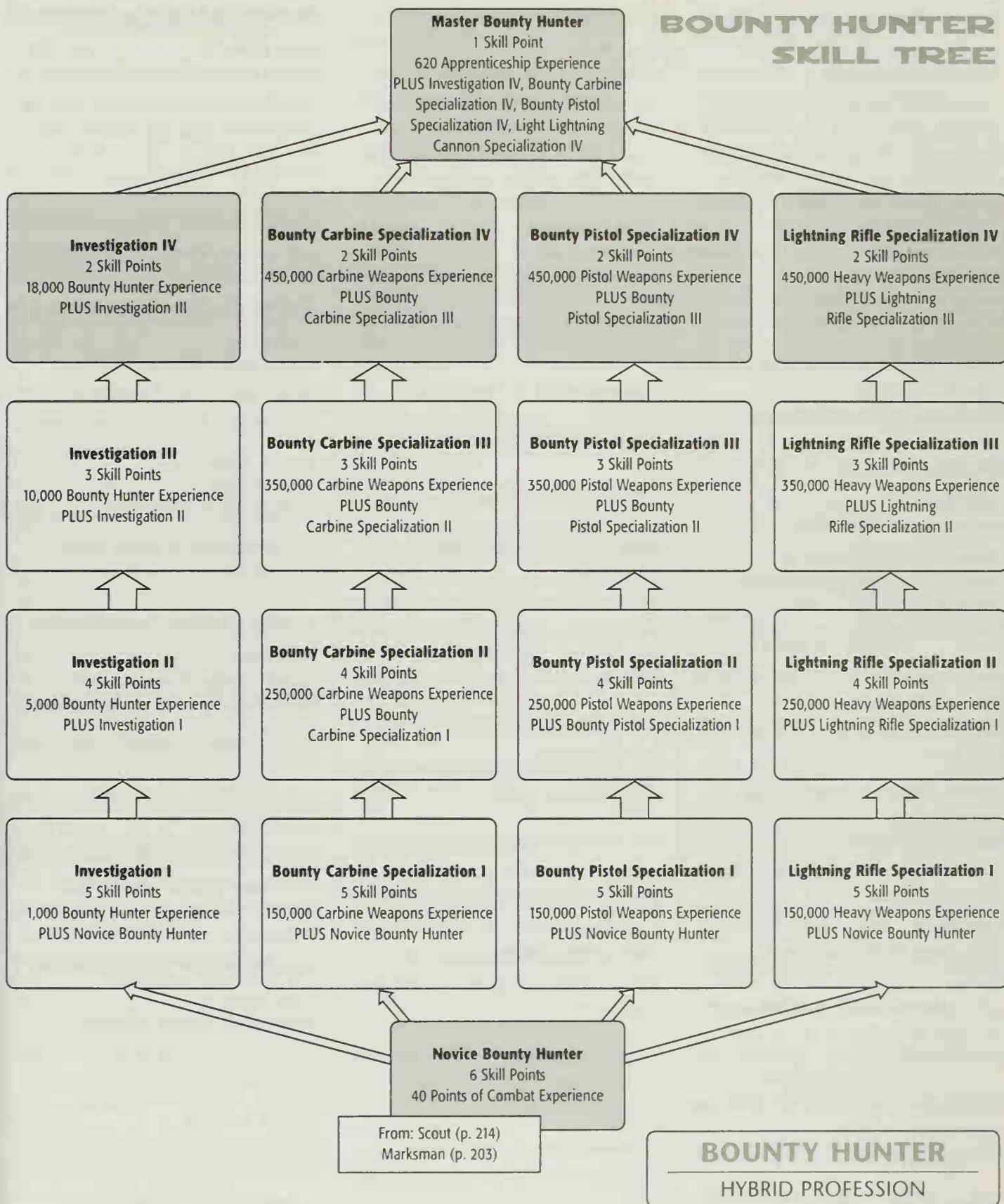
Above all, equipment is the most important asset for the Bounty Hunter. Whereas any droid will work for tracking your target (seeker droids for local target, Arakyd probe droid for inter-planetary target), making sure you have the best armor and weapons your credits can buy will see you through the hardships of this profession.

—Jeff Sanders

Bounty Hunter Profession updated by Q.



BOUNTY HUNTER SKILL TREE



Novice Bounty Hunter

6 Skill Points

10,000 Combat Experience

The Bounty Hunter is effective at tracking down and taking care of the target. The novice skill opens the door to the Bounty Hunter world that is unavailable to others.

SKILL MODS	VALUE
Bounty Mission Difficulty	+1
Light Lightning Cannon Accuracy	+20
Light Lightning Cannon Speed	+10

COMMANDS & ABILITIES

Scatter Pistol Certification
Light Lightning Cannon Certification

Investigation I

5 Skill Points

1,000 Bounty Hunter Experience

Teaches simple methods in information extraction and street sleuthing, allowing them to find their bounty a bit more easily.

SKILL MODS	VALUE
Bounty Mission Difficulty	+1
Droid Precision	+70
Droid Speed	+10

COMMANDS & ABILITIES

Droid Find
Ranged Damage Mitigation 1

Investigation II

4 Skill Points

5,000 Bounty Hunter Experience

Further teaches sleuthing methods bolstered with modern technology, allowing them to track their bounty faster.

SKILL MODS	VALUE
Droid Precision	+50
Droid Speed	+40

NO COMMANDS & ABILITIES

Investigation III

3 Skill Points

1,000 Bounty Hunter Experience

Teaches how to piece together random bits of information to create an information chain that leads right to the prey.

SKILL MODS	VALUE
Bounty Mission Difficulty	+1
Droid Speed	+30
Droid Tracking Speed	+30
Tracking Droid Effectiveness	+50
Tracking Droids	+4

COMMANDS & ABILITIES

Droid Track
Ranged Damage Mitigation 2

Investigation IV

2 Skill Points

18,000 Bounty Hunter Experience

Title: Stalker

Completes study of investigating techniques. A Bounty Hunter with this level of understanding will be a dangerous opponent indeed.

SKILL MODS	VALUE
Droid Tracking Speed	+30
Tracking Droids	+4
Tracking Droid Effectiveness	+40

NO COMMANDS & ABILITIES

Bounty Carbine Specialization I

5 Skill Points

150,000 Carbine Weapons Experience

Better understanding of Carbine weaponry.

SKILL MODS	VALUE
Carbine Accuracy	+10
Carbine Speed	+10

COMMANDS & ABILITIES

Underhand Shot

Bounty Carbine Specialization II

4 Skill Points

250,000 Carbine Weapons Experience

Teaches best way to take an opponent down with a carbine weapon.

SKILL MODS	VALUE
Carbine Accuracy	+10
Carbine Speed	+10

NO COMMANDS & ABILITIES

Bounty Carbine Specialization III

3 Skill Points

350,000 Carbine Weapons Experience

Next level of knowledge regarding the use of carbine weaponry.

SKILL MODS	VALUE
Carbine Accuracy	+20
Carbine Speed	+20

COMMANDS & ABILITIES

Fire Knockdown

Bounty Carbine Specialization IV

2 Skill Points

450,000 Carbine Weapons Experience

Title: Enforcer

Lethal grasp of advanced carbine techniques.

SKILL MODS	VALUE
Carbine Accuracy	+10
Carbine Speed	+10

COMMANDS & ABILITIES

Confusion Shot

Bounty Pistol Specialization I

5 Skill Points

150,000 Pistol Weapons Experience

Better understanding of the capabilities of an accurate and fast pistol.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+10

COMMANDS & ABILITIES

Bleeding Shot

Bounty Pistol Specialization II**4 Skill Points****250,000 Pistol Weapons Experience**

Teaches a number of different ways that a quick and concealable weapon can quickly take one or more opponents down.

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+10

COMMANDS & ABILITIES

Eye Shot

Bounty Pistol Specialization III**3 Skill Points****350,000 Pistol Weapons Experience**

Gives the Bounty Hunter speed and accuracy akin to a true gunslinger through a dissective understanding of a pistol's weight, barrel, and "kick" characteristics.

SKILL MODS	VALUE
Pistol Accuracy	+20
Pistol Speed	+20

NO COMMANDS & ABILITIES***Bounty Pistol Specialization IV*****2 Skill Points****450,000 Pistol Weapons Experience****Title: Desperado**

Brings the Bounty Hunter to a deadly understanding of a pistol's weaknesses and strengths. A Bounty Hunter with this level of pistol training should never be provoked, unless one favors an early "retirement."

SKILL MODS	VALUE
Pistol Accuracy	+10
Pistol Speed	+10

COMMANDS & ABILITIES

Torso Shot

Lightning Lightning Cannon Specialization II**5 Skill Points****150,000 Heavy Weapons Experience**

Gives the Bounty Hunter an edge over their prey through the understanding a very dangerous weapon, the Lightning Rifle.

SKILL MODS	VALUE
Light Lightning Cannon Speed	+10
Light Lightning Cannon Accuracy	+10

COMMANDS & ABILITIES

Lightning Single 1

Lightning Cannon Specialization II**4 Skill Points****250,000 Heavy Weapons Experience**

Next level of knowledge in the use of the Lightning Rifle, giving them a definitive advantage over opponents who have no easy way to counter its attacks.

SKILL MODS	VALUE
Light Lightning Cannon Speed	+10
Light Lightning Cannon Accuracy	+10

COMMANDS & ABILITIES

Lightning Cone 1

Lightning Cannon Specialization III**3 Skill Points****350,000 Heavy Weapons Experience**

Shows the Bounty Hunter techniques in energy dispersion and capacitor overcharging to increase their efficiency at destroying their opposition or disabling their bounties.

SKILL MODS	VALUE
Light Lightning Cannon Speed	+20
Light Lightning Cannon Accuracy	+20

NO COMMANDS & ABILITIES***Lightning Cannon Specialization IV*****2 Skill Points****450,000 Heavy Weapons Experience****Title: Avenger**

Brings the Bounty Hunter to a full understanding of an incredible style of weapon, the Lightning Rifle. The only disadvantage to using this weapon is that, due to its unique appearance and energy signature, the Bounty Hunter can sometimes be spotted from rather far away, which occasionally alerts their prey.

SKILL MODS	VALUE
Light Lightning Cannon Speed	+10
Light Lightning Cannon Accuracy	+10

COMMANDS & ABILITIES

Lightning Single 2

Master Bounty Hunter**1 Skill Point****620 Apprenticeship Experience**

The Master Bounty Hunter can track down and eliminate almost any opponent.

SKILL MODS	VALUE
Carbine Accuracy	+10
Droid Precision	+10
Droid Speed	+10
Droid Tracking Speed	+10
Pistol Accuracy	+10
Ranged Defense	+7
Tracking Droid Effectiveness	+10
Tracking Droids	+4

COMMANDS & ABILITIES

Fast Blast

Lightning Cone 2

Ranged Damage Mitigation 3

Spray Shot

COMBAT MEDIC

"Take care, sir."

Derived from Medic, p. 208, and Marksman, p. 203.

The ability to throw a grenade that heals your fighters in combat can make you a pleasant and welcome member of any team. After the main tanks get aggro'd upon by the mobs, stand back and toss your area effect healing grenades. Stay at your maximum range so you are less likely to draw unwanted attention. If you do wind up having unwanted attention from your opponents, land a Suppression fire on the aggressor and let your team know quickly so they can recall its attention. Healing a group of people can lift you on the hate list pretty quickly, so reserve your big stims for when they are needed the most.

A great way to get XP for raising your skills is to visit a local cantina. Hard-working Entertainers will be happy to see you, and the XP is remarkable. Going out on big hunts will also yield good XP and credits, but usually nets you less XP than a cantina visit.

Skilling up Combat Medic Support first will grant you access to better stims, which will make you heal more effectively and earn better XP. This also grants you Terrain Negotiation, which will allow you to climb hills faster.

Working on Combat Medic Crafting allows you to craft your own advanced stims. This will be more cost-effective for you while you are raising your skills.

TIPS

Crafting. Ah, the fine art of creating items of life as well as death! Having some Scout skills as well as Artisan will aid you in your crafting by allowing you to gather your own resources. Crafting stims, diseases and poisons can be quite laborious, as most of them have many parts to craft. The more advanced ones require rare resources and factories, but their effects are well worth it. Making friends with Scouts, Artisans and Doctors can be highly beneficial for obtaining your crafting components.

PvE Combat. When engaging in combat with mobs, combining your ranged Poisons and Diseases with your favorite weapon can spell a nasty finish for your foes. Health Poison goes well with a Pistol and Hand to Hand, Stamina Poisons for Carbine and Pike, and Mind with Rifle and Two-Handed Sword. Using these combinations work quickly on the same HAM bar to intensify your damage output. The more advanced the Poison or Disease, the less likely your foe is to resist, and the more likely you are to do full damage.

A Poison eats away at the HAM bar and delivers damage over time (DoT). Throwing one of these on a mob and running from them is a form of kiting. Once it sticks, using the correct combat style will take them down quickly.

A Disease will cause Wound damage. This will lower the maximum amount of the affected HAM bar, but does not work as quickly as a Poison.

PvP Combat. Area effect Mind Disease and Poison can earn you some enemies very quickly. Not

that it really matters, though, because you have the ability to put a quick end to most of them. Your average combatant cannot Heal Mind, since stims work on Health and Stamina, not the mind. Your area effect skills combined with a Rifleman or a Swordsman Mind attack works0 well. However, remember that both of these also use your own Mind, so be careful not to take yourself down too low. Make it a habit to keep some brandy made by a Chef or some Muon Gold crafted by a Smuggler. It might just save your hide! Hitting Doctors with these will hinder their ability to heal their fellow teammates, which will make your teammates happy.

Novice Combat Medic

6 Skill Points

12,500 Medical Experience

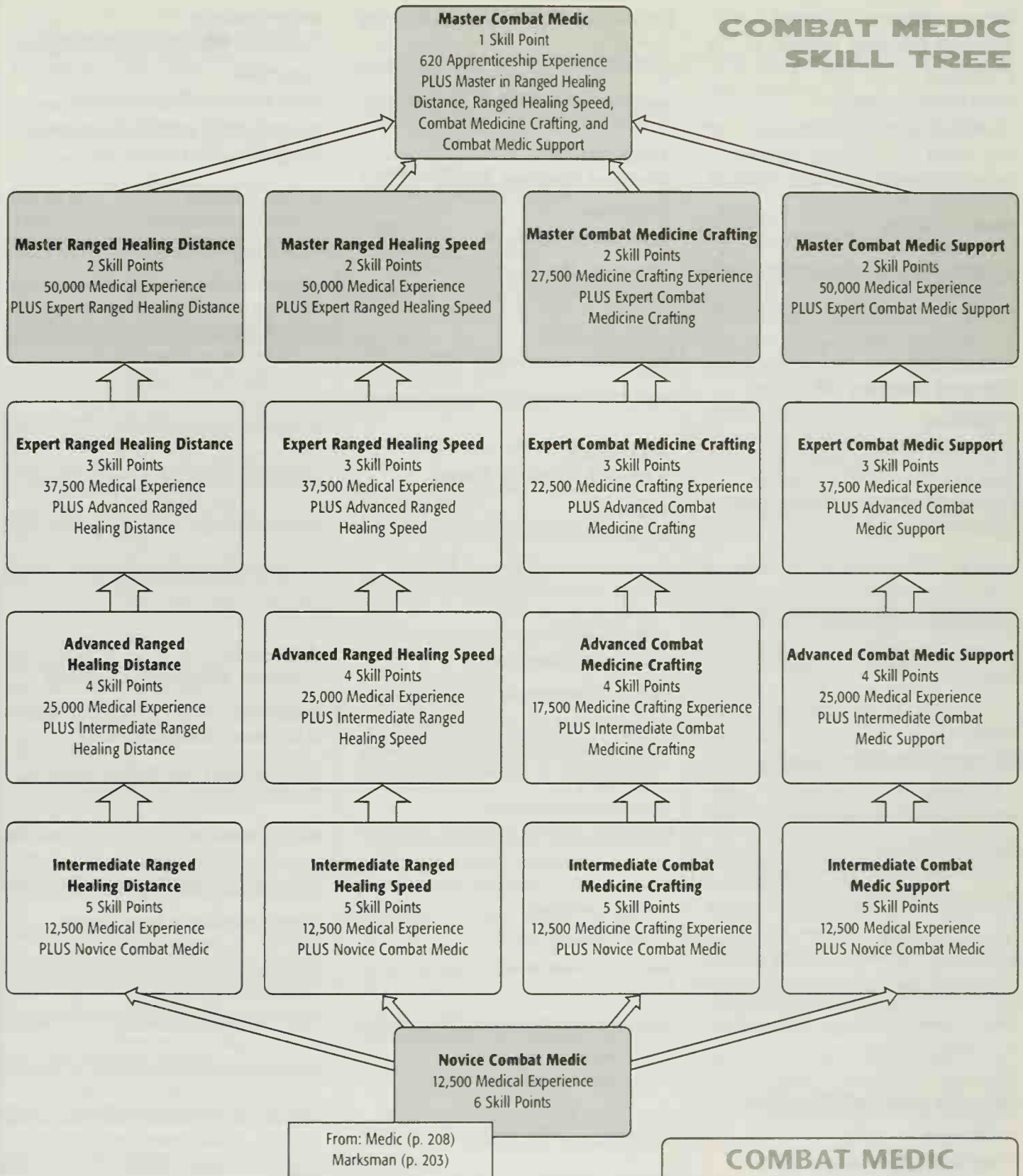
Combat Medics are invaluable to any fighting unit. Not only can they heal injured combatants in the field, they can hold their own in a firefight. They continue to gain improved crafting skills, and bonuses to healing large amounts of damage.

SKILL MODS	VALUE
Combat Medic Effectiveness	+5
Combat Medicine Assembly	+20
Combat Medicine Experimentation	+20
Combat Medicine Use	+5
Healing Range	+5
Ranged Injury Treatment Speed	+5

COMMANDS & ABILITIES

Apply Poison
Action Poison Delivery Unit A
Dispersal Mechanism
Health Poison Delivery Unit A
Infection Amplifier
Mind Poison Delivery Unit A
Ranged Stimpack A
Resilience Compound

COMBAT MEDIC SKILL TREE



Intermediate Ranged Healing Distance

5 Skill Points

12,500 Medical Experience

Teaches the Combat Medic improved accuracy for ranged damage healing.

SKILL MODS	VALUE
Healing Range	+15
Combat Medic Effectiveness	+15

NO COMMANDS & ABILITIES

Advanced Ranged Healing Distance

4 Skill Points

25,000 Medical Experience

Teaches the Combat Medic improved accuracy for ranged damage healing.

SKILL MODS	VALUE
Healing Range	+15
Combat Medic Effectiveness	+15

COMMANDS & ABILITIES

Apply Disease

Expert Ranged Healing Distance

3 Skill Points

37,500 Medical Experience

Teaches the Combat Medic improved accuracy for ranged damage healing.

SKILL MODS	VALUE
Healing Range	+15
Combat Medic Effectiveness	+15

NO COMMANDS & ABILITIES

Master Ranged Healing Distance

2 Skill Points

50,000 Medical Experience

Teaches the Combat Medic improved accuracy for ranged damage healing.

SKILL MODS	VALUE
Healing Range	+25
Combat Medic Effectiveness	+25

NO COMMANDS & ABILITIES

Intermediate Ranged Healing Speed

5 Skill Points

12,500 Medical Experience

Improves the Combat Medic's speed at healing targets at range.

SKILL MODS	VALUE
Ranged Injury Treatment Speed	+15

NO COMMANDS & ABILITIES

Advanced Ranged Healing Speed

4 Skill Points

25,000 Medical Experience

Improves the Combat Medic's speed at healing targets at range.

SKILL MODS	VALUE
Ranged Injury Treatment Speed	+15

NO COMMANDS & ABILITIES

Expert Ranged Healing Speed

3 Skill Points

37,500 Medical Experience

Improves the Combat Medic's speed at healing targets at range.

SKILL MODS	VALUE
Ranged Injury Treatment Speed	+15

NO COMMANDS & ABILITIES

Master Ranged Healing Speed

2 Skill Points

50,000 Medical Experience

Improves the Combat Medic's speed at healing targets at range.

SKILL MODS	VALUE
Ranged Injury Treatment Speed	+25

COMMANDS & ABILITIES

Heal Mind

Intermediate Combat Medicine Crafting

5 Skill Points

12,500 Medical Crafting Experience

Teaches how to craft improved ranged healing medicines.

SKILL MODS	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentation	+20

COMMANDS & ABILITIES

Action Area Poison Delivery Unit A

Action Disease Delivery Unit A

Constitution Disease Delivery Unit A

Focus Disease Delivery Unit A

Health Area Poison Delivery Unit A

Health Disease Delivery Unit A

Mind Area Poison Delivery Unit A

Mind Disease Delivery Unit A

Quickness Disease Delivery Unit A

Ranged Stimpack B

Stamina Disease Delivery Unit A

Strength Disease Delivery Unit A

Willpower Disease Delivery Unit A

Advanced Combat Medicine Crafting

4 Skill Points

17,500 Medical Crafting Experience

Teaches how to craft improved ranged healing medicines.

SKILL MODS	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentation	+20

COMMANDS & ABILITIES

Action Area Disease Delivery Unit A

Action Poison Delivery Unit B

Advanced Dispersal Mechanism

Advanced Infection Amplifier

Advanced Resilience Compound

Area Stimpack A

Constitution Area Disease Delivery Unit A

Focus Area Disease Delivery Unit A

Health Area Disease Delivery Unit A

Health Poison Delivery Unit B

Mind Area Disease Delivery Unit A

Mind Poison Delivery Unit B

Quickness Area Disease Delivery Unit A

Ranged Stimpack C

Stamina Area Disease Delivery Unit A
Strength Area Disease Delivery Unit A
Willpower Area Disease Delivery Unit A

Expert Combat Medicine Crafting

3 Skill Points
22,500 Medical Crafting Experience

Teaches how to craft improved ranged healing medicines.

SKILL MODS	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentation	+20

COMMANDS & ABILITIES

Action Area Poison Delivery Unit B
Action Disease Delivery Unit B
Area Stimpack B
Constitution Disease Delivery Unit B
Focus Disease Delivery Unit B
Health Area Poison Delivery Unit B
Health Disease Delivery Unit B
Mind Area Poison Delivery Unit B
Mind Disease Delivery Unit B
Quickness Disease Delivery Unit B
Ranged Stimpack D
Stamina Disease Delivery Unit B
Strength Disease Delivery Unit B
Willpower Disease Delivery Unit B

Master Combat Medicine Crafting

2 Skill Points
27,500 Medical Crafting Experience

Teaches how to craft improved ranged healing medicines.

SKILL MODS	VALUE
Combat Medicine Assembly	+20
Combat Medicine Experimentation	+20

COMMANDS & ABILITIES

Action Area Disease Delivery Unit B
Action Poison Delivery Unit C
Area Stimpack C
Constitution Area Disease Delivery Unit B
Focus Area Disease Delivery Unit B
Health Area Disease Delivery Unit B
Health Poison Delivery Unit C
Mind Area Disease Delivery Unit B
Mind Poison Delivery Unit C

Quickness Area Disease Delivery Unit B
Ranged Stimpack E
Stamina Area Disease Delivery Unit B
Strength Area Disease Delivery Unit B
Willpower Area Disease Delivery Unit B

Intermediate Combat Medic Support

5 Skill Points
12,500 Medical Experience

Aids the Combat Medic at getting to injured comrades faster.

SKILL MODS	VALUE
Combat Medicine Use	+15
Terrain Negotiation	+10

NO COMMANDS & ABILITIES

Advanced Combat Medic Support

4 Skill Points
25,000 Medical Experience

Aids the Combat Medic at getting to injured comrades faster.

SKILL MODS	VALUE
Combat Medicine Use	+15
Terrain Negotiation	+10

NO COMMANDS & ABILITIES

Expert Combat Medic Support

3 Skill Points
37,500 Medical Experience

Aids the Combat Medic at getting to injured comrades faster.

SKILL MODS	VALUE
Combat Medicine Use	+15
Terrain Negotiation	+10

NO COMMANDS & ABILITIES

Master Combat Med. Support

2 Skill Points
50,000 Medical Experience

Aids the Combat Medic at getting to injured comrades faster.

SKILL MODS	VALUE
Burst Run Efficiency	+10
Combat Medicine Use	+25
Terrain Negotiation	+10

NO COMMANDS & ABILITIES

Master Combat Medic

1 Skill Point
620 Apprenticeship Experience

The Master Combat Medic can heal the most injured characters from several meters away. They are one of the most invaluable combat support professions.

SKILL MODS	VALUE
Combat Medic Effectiveness	+25
Combat Medicine Use	+25
Healing Range	+25
Ranged Injury Treatment Speed	+25
Terrain Negotiation	+10

COMMANDS & ABILITIES

Action Area Disease Delivery Unit C
Action Area Poison Delivery Unit C
Action Disease Delivery Unit C
Constitution Area Disease Delivery Unit C
Constitution Disease Delivery Unit C
Focus Area Disease Delivery Unit C
Focus Disease Delivery Unit C
Health Area Disease Delivery Unit C
Health Area Poison Delivery Unit C
Health Disease Delivery Unit C
Mind Area Disease Delivery Unit C
Mind Area Poison Delivery Unit C
Mind Disease Delivery Unit C
Quickness Area Disease Delivery Unit C
Quickness Disease Delivery Unit C
Stamina Area Disease Delivery Unit C
Stamina Disease Delivery Unit C
Strength Area Disease Delivery Unit C
Strength Disease Delivery Unit C
Willpower Area Disease Delivery Unit C
Willpower Disease Delivery Unit C
Place Hospital

COMMANDO

"Throw me another charge."

Derived from Brawler, p. 192, Marksman, p. 203.

Small arms are deadly in the right hands, but confrontations have a way of escalating. When the big guns start coming out, the Commando steps forward to up the ante of the battle.

The Commando focuses on heavy weapons and demolitions. The larger weapons on the battlefield are always more deadly when in the hands of a Commando.

Trained in the expert use of demolitions, Commandos can make explosives out of raw materials. They also experiment with various effects of the weapons, shaping charges or adding fragmentation sleeves to the device. No one throws grenades more accurately than the Commando. When allowed to operate the heavy weapons of the battlefield, the Commando takes on a more deadly air. Whether behind the tripod of an E-Web repeating blaster or controlling an anti-infantry turret, the Commando can control entire areas of a battlefield alone. In the wild, the Commando is an excellent shot—being a Master Marksman—and a vicious hand-to-hand combatant—being a Master Brawler as well.

Mastering both the Marksman and Brawler professions may sound difficult, but the reward is being able to use some of the most deadly weaponry available. When there is a question about firepower, the Commando is the one to answer it.

— Jeff Sanders

Novice Commando

6 Skill Points

40,000 Combat Experience

Commandos learn how to use and create a unique set of weapons—explosives.

Commandos continue to excel at combat, but also specialize in the skills required to take down large armored vehicles. This skill begins that education.

SKILL MODS	VALUE
Flamethrower Accuracy	+10
Heavy Acid Rifle Accuracy	+10
Thrown Weapon Accuracy	+15

COMMANDS & ABILITIES

Flame Thrower Certification
Fragmentation Grenade Certification
Heavy Acid Rifle Certification
Launcher Pistol Certification
Rocket Launcher Certification

Field Tactics I

5 Skill Points

50,000 Combat Experience

Field Tactics I demonstrates to the Commando how to use terrain and cover to their best advantage.

SKILL MODS	VALUE
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10

COMMANDS & ABILITIES

Cryoban Grenade Certification
Ranged Damage Mitigation 1

Field Tactics II

4 Skill Points

680,000 Combat Experience

Field Tactics II allows the Commando to view each situation in a light that reveals how to exploit all available advantages to their benefit, regardless of how slight the advantage would be.

SKILL MODS	VALUE
Thrown Weapon Speed	+10
Defense vs. Knockdown	+5

COMMANDS & ABILITIES

Glop Grenade Certification

Field Tactics III

3 Skill Points

100,000 Combat Experience

Brings the Commandos to the point where their minds can become as dangerous as their blasters.

SKILL MODS	VALUE
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10
Ranged Defense	+5

COMMANDS & ABILITIES

Imperial Detonator Certification
Ranged Damage Mitigation 2

Field Tactics IV

2 Skill Points

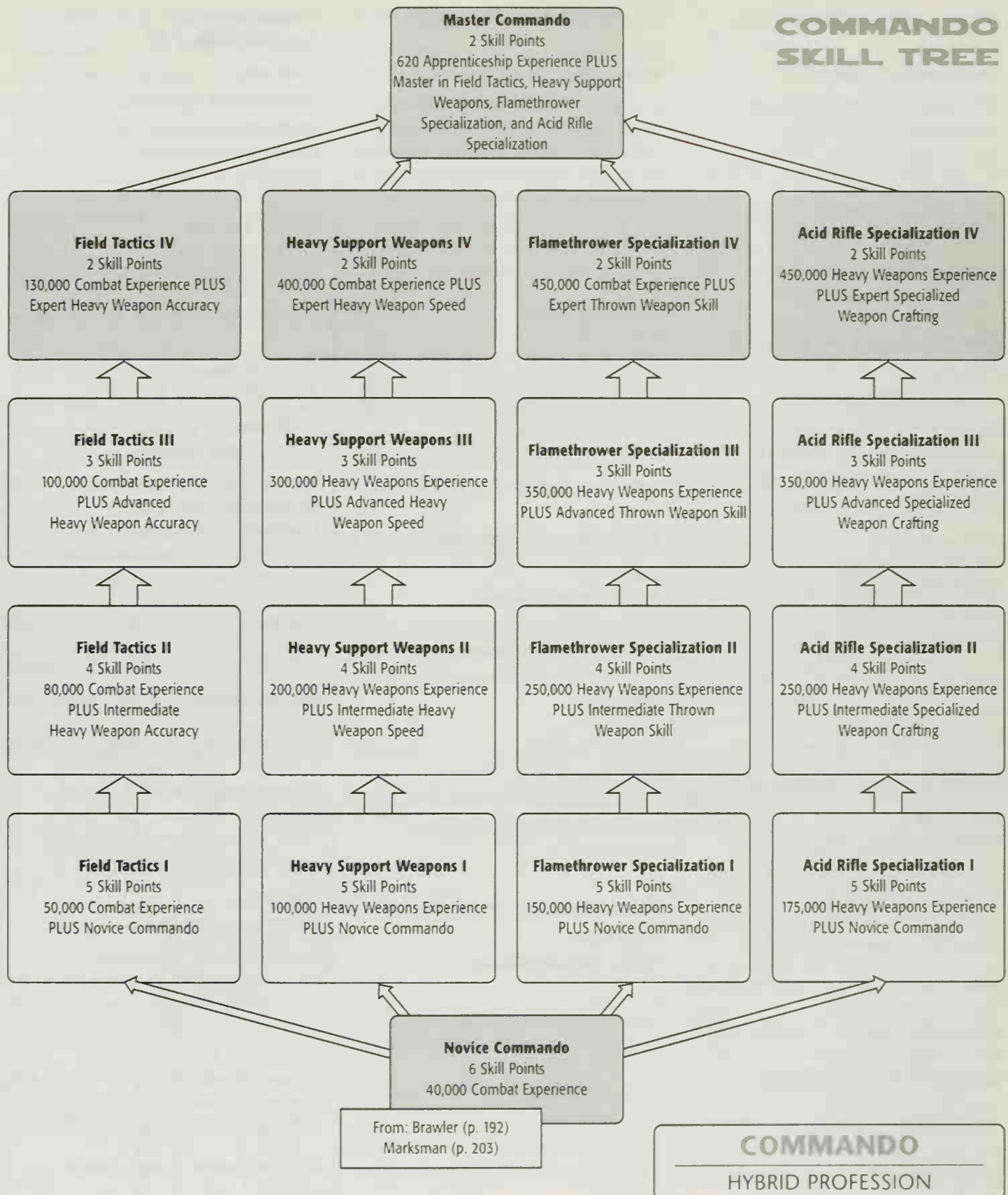
130,000 Combat Experience

Demonstrates to the Commando how a sharp knowledge of the psychology of an opponent is just as valuable in combat as understanding their anatomy and physiology. A cornered Field Tactic Commando should never be underestimated, and should be avoided at all costs unless they are incapacitated or otherwise distracted.

SKILL MODS	VALUE
Thrown Weapon Accuracy	+10
Thrown Weapon Speed	+10
Melee Defense	+5

COMMANDS & ABILITIES

Thermal Detonator Certification

COMMANDO
SKILL TREE

Heavy Support Weapons I

5 Skill Points

100,000 Combat Experience

Instructs the Commando on the basics of heavy weapons.

SKILL MODS	VALUE
Heavy Rocket Launcher Accuracy	+20
Heavy Rocket Launcher Speed	+20
Heavy Particle Beam Speed	+10

COMMANDS & ABILITIES

Heavy Particle Beam Cannon Certification

Heavy Support Weapons II

4 Skill Points

200,000 Combat Experience

Allows the Commando to get a real grasp of how to use heavy weapons in defensive and offensive tactical situations.

SKILL MODS	VALUE
Heavy Acid Beam Accuracy	+10
Heavy Acid Beam Speed	+10
Heavy Particle Beam Accuracy	+20
Heavy Particle Beam Speed	+20
Heavy Rocket Launcher Accuracy	+20
Heavy Rocket Launcher Speed	+20

COMMANDS & ABILITIES

Heavy Acid Beam Certification

Heavy Support Weapons III

3 Skill Points

300,000 Combat Experience

Lets the Commando understand how to use heavy weapons in tight situations without causing extensive collateral damage.

SKILL MODS	VALUE
Heavy Acid Beam Accuracy	+20
Heavy Acid Beam Speed	+20
Heavy Lightning Beam Accuracy	+10
Heavy Lightning Beam Speed	+10
Heavy Particle Beam Accuracy	+20
Heavy Particle Beam Speed	+20
Heavy Rocket Launcher Accuracy	+20
Heavy Rocket Launcher Speed	+20

COMMANDS & ABILITIES

Lightning Beam Cannon Certification

Heavy Support Weapons IV

2 Skill Points

400,000 Combat Experience

Brings the Commando to a true understanding of how to use heavy weapons in a support role as well as an offensive role. A Commando with this level of training could easily fight their way out of a number of situations that would kill a lesser person.

SKILL MODS	VALUE
Heavy Acid Beam Accuracy	+20
Heavy Acid Beam Speed	+20
Heavy Lightning Beam Accuracy	+30
Heavy Lightning Beam Speed	+30
Heavy Particle Beam Accuracy	+20
Heavy Particle Beam Speed	+20

NO COMMANDS & ABILITIES

Flamethrower Specialization I

5 Skill Points

150,000 Combat Experience

Instructs the Commando on how to use a Flamethrower effectively, without injuring themselves or their allies.

SKILL MODS	VALUE
Flamethrower Accuracy	+15
Flamethrower Speed	+10

COMMANDS & ABILITIES

Flame Single 1

Flamethrower Specialization II

4 Skill Points

250,000 Combat Experience

Continues to show the Commando how to devastate opponents using a Flamethrower.

SKILL MODS	VALUE
Flamethrower Accuracy	+15
Flamethrower Speed	+10

COMMANDS & ABILITIES

Flame Cone 1

Flamethrower Specialization III

3 Skill Points

350,000 Combat Experience

Shows the Commando Advanced techniques in using Flamethrowers in combat.

SKILL MODS	VALUE
Flamethrower Accuracy	+25
Flamethrower Speed	+15

NO COMMANDS & ABILITIES

Flamethrower Specialization IV

2 Skill Points

450,000 Combat Experience

Brings the Commando to a point where they can use a Flamethrower expertly and with impunity. A Commando using a Flamethrower at this level of expertise is a force to be reckoned with on the battlefield, and should be avoided at all costs.

SKILL MODS	VALUE
Flamethrower Accuracy	+15
Flamethrower Speed	+10

COMMANDS & ABILITIES

Flame Single 2

Acid Rifle Specialization I

5 Skill Points

175,000 Combat Experience

Instructs the Commando on beginner tactics at safely using a very dangerous weapon, the Acid Rifle.

SKILL MODS	VALUE
Heavy Acid Rifle Accuracy	+15
Heavy Acid Rifle Speed	+10

COMMANDS & ABILITIES

Acid Single 1

Acid Rifle Specialization II

4 Skill Points

250,000 Combat Experience

Further shows the Commando the best ways to use an Acid Rifle to their best tactical advantage in combat.

SKILL MODS	VALUE
Heavy Acid Rifle Accuracy	+15
Heavy Acid Rifle Speed	+10

COMMANDS & ABILITIES

Acid Cone 1

Acid Rifle Specialization III

3 Skill Points

350,000 Combat Experience

Rounds out the Commandoes safety and tactical lessons on he Acid Rifle by allowing them to see the true destructive potential of an Acid Rifle when the safety features are disabled.

SKILL MODS	VALUE
Heavy Acid Rifle Accuracy	+25
Heavy Acid Rifle Speed	+15

NO COMMANDS & ABILITIES**Acid Rifle Specialization IV**

2 Skill Points

450,000 Combat Experience

Brings the Commando to the point where they can use an Acid Rifle accurately and destructively in a wide number of combat situations. A Commando at this level of expertise can easily dissolve a number of critical points on an enemy's defensive gear to cause as much damage as possible in as short of a time as possible.

SKILL MODS	VALUE
Heavy Acid Rifle Accuracy	+15
Heavy Acid Rifle Speed	+10

COMMANDS & ABILITIES

Acid Single 2

Master Commando

1 Skill Point

620 Apprenticeship Experience

The Master Commando learns the last skills needed to complete her specialization in the creation and use of explosive weapons.

SKILL MODS	VALUE
Flamethrower Accuracy	+30
Heavy Acid Rifle Accuracy	+30
Heavy Rocket Launcher Accuracy	+40
Melee Defense	+25
Ranged Defense	+25
Thrown Weapon Accuracy	+40

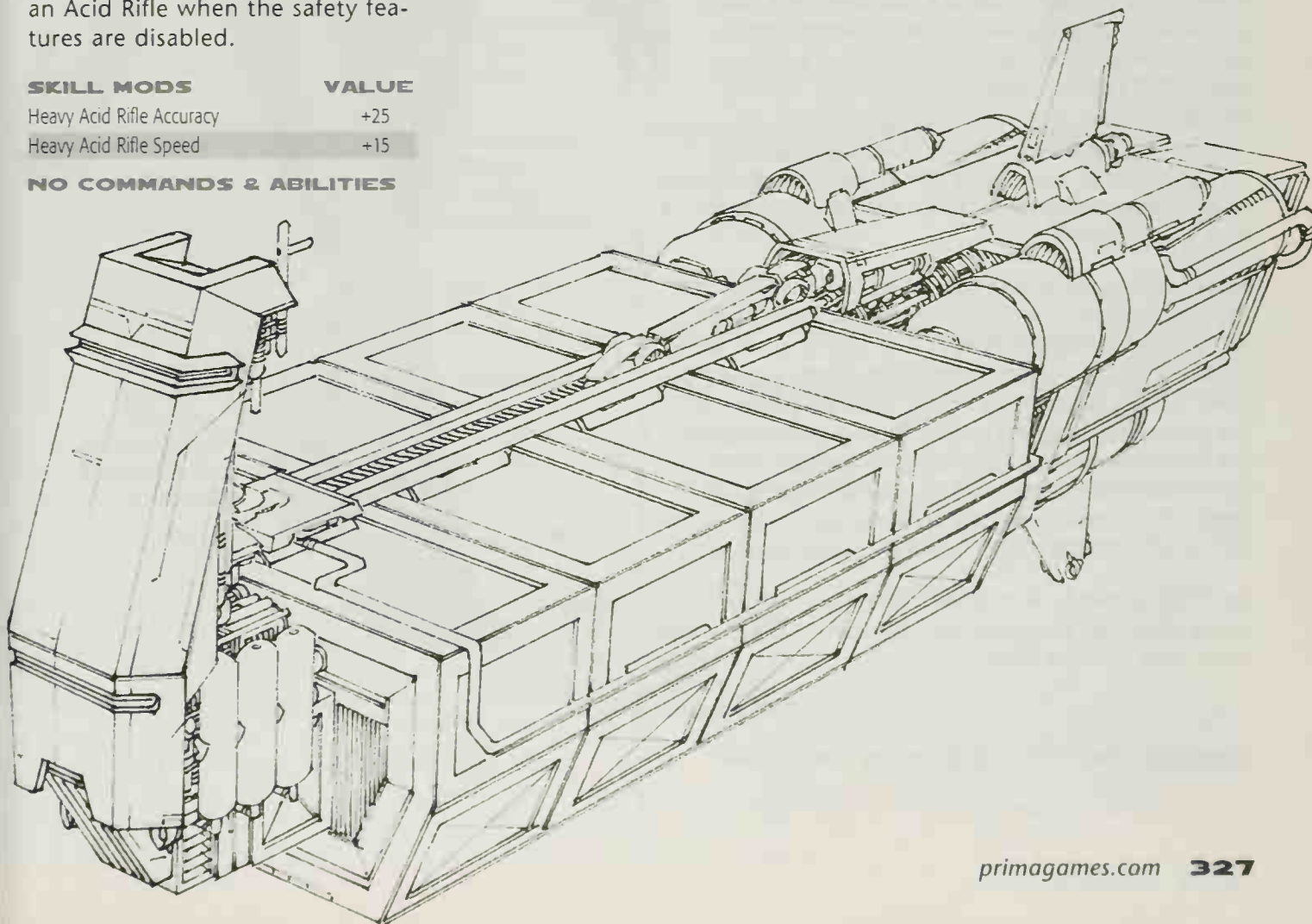
COMMANDS & ABILITIES

Acid Cone 2

Flame Cone 2

Proton Grenade Certification

Ranged Damage Mitigation 3



SMUGGLER

"I use them for smuggling. I never thought I'd be smuggling myself in them...."

**Derived from Artisan, p. 185,
Brawler, p. 192, Marksman, p. 203.**

Were you the type of child that always did things that you weren't supposed to, but just had a knack for not getting caught? Maybe you just have a general distaste for authority? If you like to be the go-to guy that hangs out in seedy cantinas or back alleyways, then the cunning profession of a Smuggler will suit you just fine.

The tools of your trade are your hands, mouth, and a lot of mind. You will need to think and talk your way out of many situations that many others couldn't make it through. Of course, if worse comes to worst, your skill with a blaster can do the talking for you.

This is a mighty big Empire—with some pretty strict laws—a perfect place of opportunity for those of us willing to bend a law here and break a law there. Popular as they are, some things are outlawed by the Empire. How can an economy run if the demand isn't met? And custom officials can cut into profits of legal items. So there needs to be an avenue that those seeking certain items or wanting a certain profit margin can take. We're that avenue. More like an alley really—a dark one.

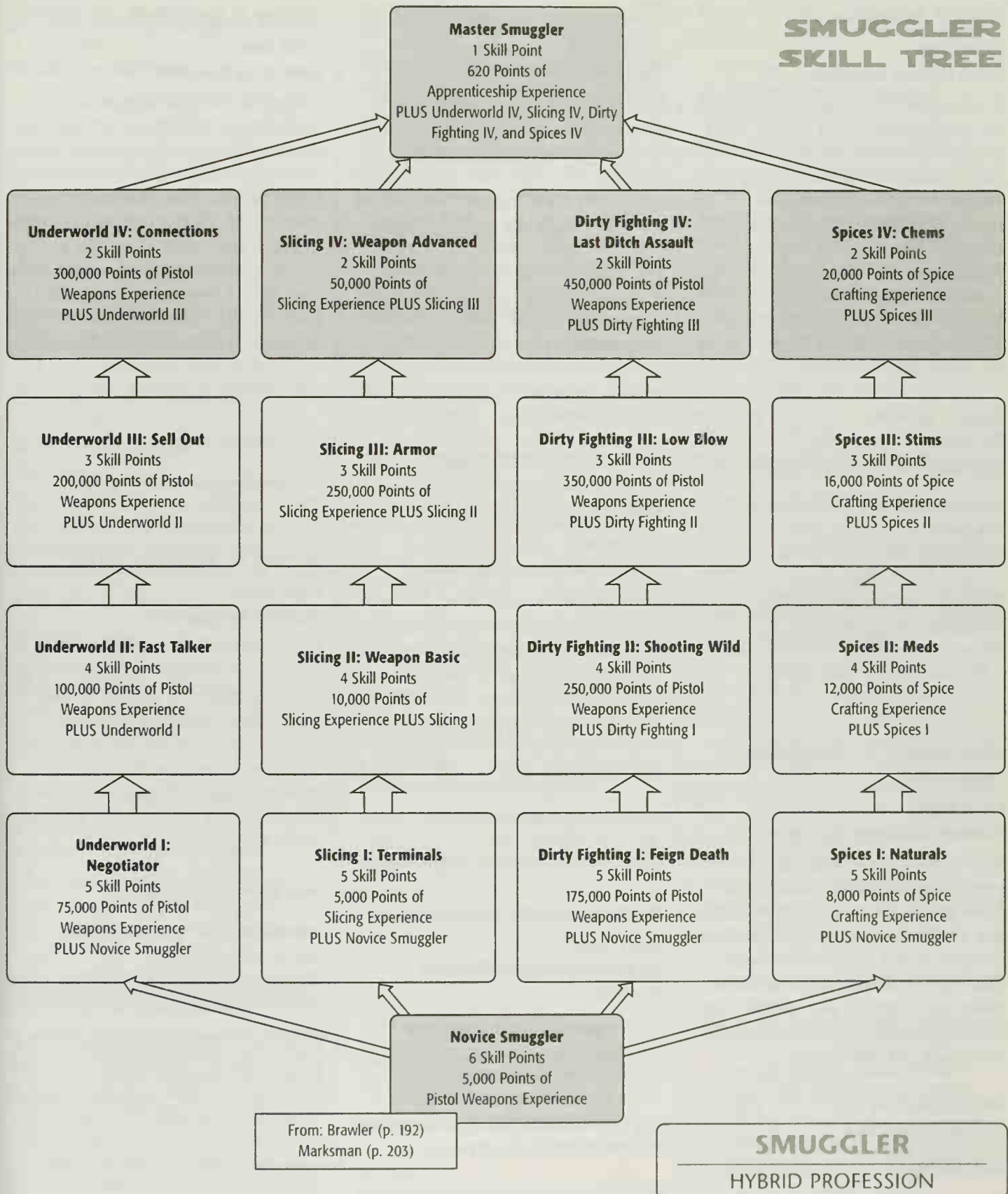
You'll meet a lot of characters in this life. Some of them you won't like, some won't like you either, but a good Smuggler knows that doing good business is more important than being liked—or being safe. Oh, on safety, don't hold back when defending yourself. If anyone ever calls you a dirty fighter, it'll probably be from the floor, where you put him. Don't be afraid to slice into systems to get a job done. Your employers won't care if you can't do the job legally. Actually, they are expecting you not to.

So that's about it. Remember that even though some Imperials are dirty, they are still Imperials. And don't ever cheat a Hutt.

— Jeff Sanders

Smuggler Profession updated by John Miller.



SMUGGLER
SKILL TREE

Novice Smuggler

6 Skill Points

50,000 Merchant Experience

A smuggler is a rogue-like character who profits from shady deals behind the backs of the authorities. Transporting everything from illegal weapons to refugees through Imperial blockades, the smuggler becomes a master of subterfuge and manipulation. A novice smuggler can slice simple locking devices (such as containers) and can acquire several questionable spices.

SKILL MODS	VALUE
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

Grey Gabaki (focus +500 for 500s)

Precision Laser-Knife

Scramjet (+300 for 700s)

Shadowpaw (strength -100, action +250, quickness +250 for 600s)

Slicing—Containers (lets you unlock containers; buy some Molecular Clamps beforehand to save time and money)

Underworld I: Understand Languages

5 Skill Points

75,000 Pistol Weapons Experience

A Smuggler deals with aliens every day, and negotiating the finer points of a contract requires the ability to understand the languages of the parties involved. Through a combination of intuition, experience, and technology, Smugglers can understand most languages in the galaxy.

SKILL MODS	VALUE
Language Comprehension	+100

NO COMMANDS & ABILITIES

Underworld II: Fast Talker

4 Skill Points

100,000 Pistol Weapons Experience

When things get desperate, the best way to get out of trouble isn't with a gun: it's with fast talking. With this skill, a Smuggler loses only half the normal faction penalty for dying in PvP combat. The Smuggler saves face by convincing her friends it was all a misunderstanding. The Smuggler is worth only half the normal faction award.

SKILL MODS	VALUE
Language Comprehension	+100

NO COMMANDS & ABILITIES

Underworld III: Sell Out

3 Skill Points

200,000 Pistol Weapons Experience

A Smuggler is motivated by two things: survival and profit. Sometimes it's necessary to change sides in a conflict to achieve those goals. With the "Sell Out" skill, a Smuggler can trade faction points for cash at any opposing faction recruiter.

NO SKILL MODS

NO COMMANDS & ABILITIES

Underworld IV: Connections

2 Skill Points

300,000 Pistol Weapons Experience

Title: Fixer

A Smuggler's work puts him in a contract with a lot of people in high places. A Smuggler can draw upon these connections to improve his standing with various organization...at a price.

NO SKILL MODS

NO COMMANDS & ABILITIES

Slicing I: Terminals

5 Skill Points

5,000 Slicing Experience

Slicing is the practice of using technology to defeat technology: hacking and cracking. A smuggler will never know when he might need to override a security system or slip past a defense mechanism. A smuggler with the ability to slice public mission terminals can earn a few extra credits by tricking the terminal systems into rewarding him a higher than normal cut. Other terminals may be sliceable as well.

NO SKILL MODS

COMMANDS & ABILITIES

Slicing – Terminals

Slicing II: Weapon Basic

4 Skill Points

10,000 Slicing Experience

Basic weapon slicing gives the smuggler the ability to jury rig a weapon with his slicing knowledge. The modified weapon might have a faster refire rate or improved damage output. Weapons sliced in this manner often do not last as long as their stock counterparts.

NO SKILL MODS

COMMANDS & ABILITIES

Slicing – Weapons (Basic)

Flow Analyzer Node (helps determine which wire to cut, but isn't always exact)

HINT

Although Underworld IV: Connections might seem like it is not a useful skill line, the ability to purchase faction points is a handy thing if the need arises. It also lets you purchase faction-only items at a reduced rate.

Slicing III: Armor**3 Skill Points****25,000 Slicing Experience**

Armor slicing allows the smuggler to make careful improvements to a piece of armor's statistics. The armor may be lightened, reducing the encumbrance penalty, or the damage absorbance may be improved.

NO SKILL MODS**COMMANDS & ABILITIES**

Slicing – Armor

Slicing IV: Weapon Advanced**2 Skill Points****50,000 Slicing Experience****Title: Slicer**

Advanced weapon slicing doubles the quality of improvements the smuggler can make to a weapon.

NO SKILL MODS**COMMANDS & ABILITIES**

Slicing – Weapons (Advanced)

Molecular Clamp (used in slicing to determine which wire to cut – a must for getting the slice done correctly without guesswork)

Dirty Fighting I: Feign Death**5 Skill Points****175,000 Pistol Weapons Experience**

There is not much honor in it, but sometimes the best way to stay alive is to play dead. More than one Smuggler has made a successful run because she acted like her ship was scrap or a grazing shot was fatal. It's the oldest trick in the book.

SKILL MODS	VALUE
Feign Death	+45

COMMANDS & ABILITIES

Feign Death

Ranged Damage Mitigation 1

HINT

After using Feign Death, you will be incapacitated but cannot be death blowed. While on the ground, you will regenerate HAM. Useful if you have the patience.

Dirty Fighting II: Shooting Wild**4 Skill Points****250,000 Pistol Weapons Experience**

It isn't fun to get shot at and Smugglers known this more than anyone. You don't have to hit your target to make them duck long enough for you to get away. The **/wildshot** command lets you delay your enemy's next action while you plan yours.

SKILL MODS	VALUE
Feign Death	+5

COMMANDS & ABILITIES

Panic Shot (delays target for 10 seconds)

Dirty Fighting III: Low Blow**3 Skill Points****350,000 Pistol Weapons Experience**

When you're in a life-or-death situation, honor has to take a back seat to survival. Shooting for the knees or the groin might not be honorable, but it gives you the chance to get out of harm's way. Using the **/lowblow** command, you can knock your opponent down for a while.

SKILL MODS	VALUE
Feign Death	+10

COMMANDS & ABILITIES

Low Blow (tryin combining with a dizzy effect – it's invaluable)

Melee Damage Mitigation 1

Dirty Fighting IV: Last Ditch Assault**2 Skill Points****450,000 Pistol Weapons Experience****Title: Rogue**

Nothing is more dangerous than a cornered Smuggler with a trusted blaster. A Smuggler is a gambler at heart and would rather take a chance with a wild attack than lie down and die. The **/last-ditch** command lets you take a single well-aimed and powerful shot, but delays your next action for a considerable amount of time. Make that shot count.

SKILL MODS	VALUE
Feign Death	+10

COMMANDS & ABILITIES

Last Ditch

Spices I: Naturals**5 Skill Points****8,000 Spice Crafting Experience**

Spices are controlled substances that alter the body's chemistry. Some are used for recreational purposes, others can be used to enhance physical strength. Coming off of spice's effects can be rough on the body. While spice is not illegal, the Empire tightly controls the sale. Smugglers are often hired by third parties to move large shipments of spice through Imperial blockades.

SKILL MODS	VALUE
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

Giggledust (action +300, quickness +300, focus -100 for 600s)

Sweetblossom (health +100, constitution +600, action -100, quickness -100, focus -200 for 600s)

Yarrook (mind +200, focus +100, willpower +100 for 600s)

Spices II: Meds

4 Skill Points

12,000 Spice Crafting Experience

Some medical and industrial chemicals can be used as physical enhancements...occasionally with dangerous side effects. These materials are closely controlled by the Empire. Smugglers have found it profitable to make these chemicals more widely available.

SKILL MODS	VALUE
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

Pyrepinol (strength +300, quickness -100, focus -50 for 600s)

Sedative H4b (health +400, constitution +300, mind -100, focus -100 for 600s)

Zypolene Droid Lubricant (health +250, strength +250, constitution +250 for 600s)

Spices III: Stims

3 Skill Points

16,000 Spice Crafting Experience

Some medical and industrial chemicals can be used as physical enhancements... occasionally with dangerous side effects. These materials are closely controlled by the Empire. Smugglers have found it profitable to make these chemicals more widely available.

SKILL MODS	VALUE
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

Crash n' Burn (action -200, quickness -200, mind +400, focus +200 for 600s)

Gunjack (strength +500, quickness -200, focus -100 for 600s)

Thruster Head (mind +600, focus +200 for 400s)

Spices IV: Chems

2 Skill Points

20,000 Spice Crafting Experience

Title: Fence

Some forms of spice have radical and powerful effects on humanoid physiology. These tightly controlled substances are often experimental forms of military or medical research. Smugglers able to get their hands on shipments of high quality "Chems" can find buyers among the rich and powerful.

SKILL MODS	VALUE
Spice Assembly	+20
Spice Experimentation	+20

COMMANDS & ABILITIES

Booster Blue (+400 quickness +400 for 600s)

Muon Gold (mind +500, focus +500, willpower +500 for 600s)

Neutron Pixie (health +1000, strength +200, constitution +200, action +500, quickness +50, stamina +50 for 800s)

HINT

The downer effects on spices can catch you at the worst of times, so be careful using them. But, in a pinch they can save your skin.

Master Smuggler

1 Skill Point

620 Apprenticeship Experience

The master smuggler has contacts throughout the galaxy. He is known by reputation to be a gambler, but always works with a certain charm. At this skill level, the smuggler's slicing attempts on armor and weapons can yield improved results.

NO SKILL MODS

NO COMMANDS & ABILITIES



SQUAD LEADER

"You're a great help to us. You're a natural leader...."

Derived from Marksman, p. 203, and Scout, p. 214.

The Squad Leader can turn a motley crew of amateurs into a serious fighting force. Through his inspiration and leadership, his entire group can fight as one, enabling them to take on stronger opponents than usual. Be it on the battlefield or in the wasteland frontiers, a group always functions better with a Squad Leader running it.

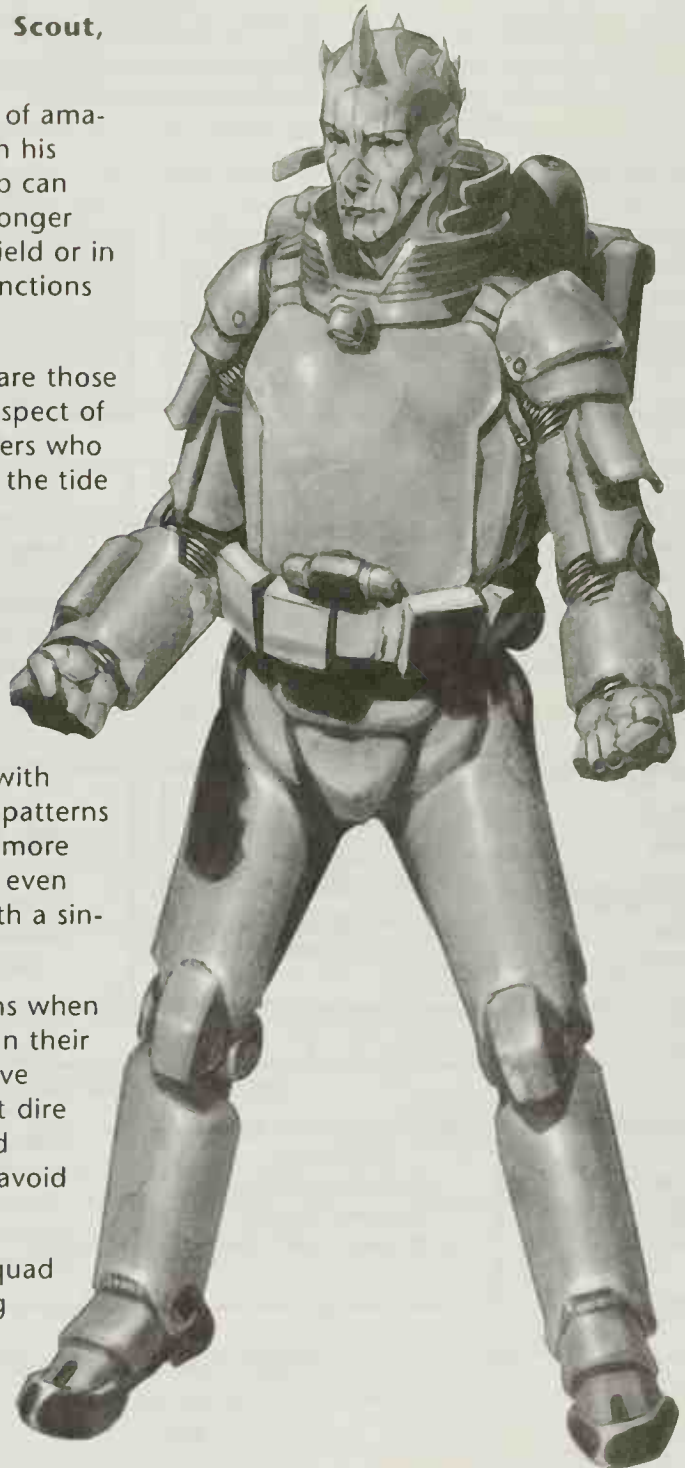
There are natural born leaders, and there are those who have had to work hard to earn the respect of their troops. Both can be exceptional leaders who take command during a firefight and turn the tide of battle. The abilities and bonuses of the Squad Leader profession are selfless ones. They help everyone in the group rather than an individual.

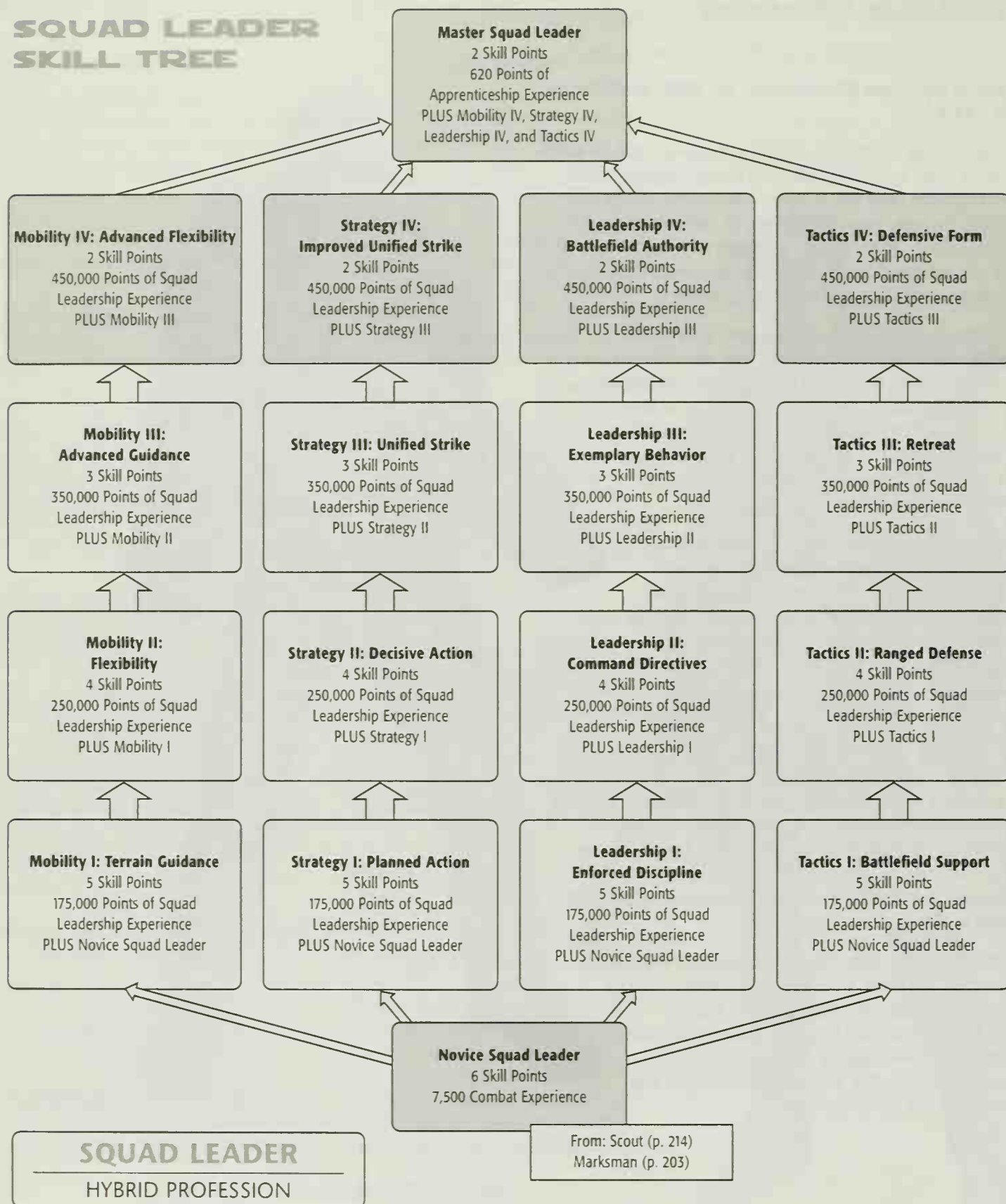
A Squad Leader's ability to communicate with squad members and knowledge of how to traverse terrain quickly makes entire units move faster and strike with more coordination. Her knowledge of fire patterns and decisive action make the group's aim more accurate; experienced Squad Leaders may even direct a group's fire at a specific target with a single command.

The leadership and discipline a group gains when working with a Squad Leader is apparent in their increased morale—bolstering their collective wills to continue fighting even in the most dire circumstances. Should morale fail, a Squad Leader can lead an organized retreat and avoid the losses a rout might cause.

There are no individual bonuses for the Squad Leader. Already a formidable warrior being both a Master Marksman and Master Scout, the Squad Leader chooses to pass down knowledge to the fighters in the unit, making the whole greater than the sum of the collective parts.

— Jeff Sanders



SQUAD LEADER
SKILL TREE

Novice Squad Leader**6 Skill Points****7,500 Combat Experience**

The Squad Leader learns to manage groups of individuals in combat: boosting morale, directing special unified attacks against enemies, and easing leader-to-group communication. The Squad Leader's abilities are powerful, but take effect only if the Squad Leader is in charge of the group. By using the **/sysgroup** command, the Squad Leader can send a system message to their group-mates.

NO SKILL MODS**COMMANDS & ABILITIES**

System Message to Group

Mobility I: Terrain Guidance**5 Skill Points****175,000 Squad Leadership Experience**

A group led by a Squad Leader trained in "Terrain Guidance" skill moves more efficiently up slopes and across rough terrain.

SKILL MODS	VALUE
Group Terrain Negotiation	+25

NO COMMANDS & ABILITIES**Mobility II: Flexibility****4 Skill Points****250,000 Squad Leadership Experience**

Members of a group led by a Squad Leader trained in "Flexibility" skill use fewer pool point when using the **/burstrun** command.

SKILL MODS	VALUE
Group Burst Run Efficiency	+25

NO COMMANDS & ABILITIES**Mobility III: Advanced Guidance****3 Skill Points****350,000 Squad Leadership Experience**

A group led by a Squad Leader trained in "Advanced Guidance" skill moves more efficiently up slopes and across rough terrain.

SKILL MODS	VALUE
Group Terrain Negotiations	+25

NO COMMANDS & ABILITIES**Mobility IV: Advanced Flexibility****2 Skill Points****450,000 Squad Leadership Experience****Title: Field Commander**

Members of a group led by a Squad Leader trained in "Flexibility" skill use fewer pool point when using the

/burstrun command.

SKILL MODS	VALUE
Group Burst Run Efficiency	+25

NO COMMANDS & ABILITIES**Strategy I: Planned Action****5 Skill Points****175,000 Squad Leadership Experience**

At this skill level, the Squad Leader learns the steady aim command, which increases the team's ability to hit its target.

NO SKILL MODS

COMMANDS & ABILITIES
Steady Aim

Strategy II: Decisive Action**4 Skill Points****250,000 Squad Leadership Experience**

At this skill level, the Squad Leader gains a bonus to the steady aim command.

SKILL MODS	VALUE
Steady Aim Bonus	+10

NO COMMANDS & ABILITIES**Strategy III: Unified Strike****3 Skill Points****350,000 Squad Leadership Experience**

At this skill level, the Squad Leader gains the volley fire command.

NO SKILL MODS

COMMANDS & ABILITIES
Volley Fire

Strategy IV: Improved Unified Strike**2 Skill Points****450,000 Squad Leadership Experience****Title: Strategist**

At this skill level, the Squad Leader gains a bonus to their volley fire command.

SKILL MODS	VALUE
Volley Fire Bonus	+10

NO COMMANDS & ABILITIES

Leadership I: Enforced Discipline

5 Skill Points

175,000 Squad Leadership Experience

This skill level grants the **/formup** command. This has the effect of reminding the squad of their situation, clearing them of dizzy and stunned effect.

NO SKILL MODS

COMMANDS & ABILITIES

Form Up

Leadership II: Command Directives

4 Skill Points

250,000 Squad Leadership Experience

At this skill level, the Squad Leader earns a group bonus for defense against melee attacks.

SKILL MODS	VALUE
Group Melee Defense	+10

NO COMMANDS & ABILITIES

Leadership III: Exemplary Behavior

3 Skill Points

350,000 Squad Leadership Experience

At this skill level, the Squad Leader earns an increased group bonus for defense against melee attacks.

SKILL MODS	VALUE
Group Melee Defense	+15

NO COMMANDS & ABILITIES

Leadership IV: Battlefield Authority

2 Skill Points

450,000 Squad Leadership Experience

Title: Commissar

At this skill level, the Squad Leader gains the **/boostmorale** command. When used, the command averages the total wounds in the group across all group members. This can be used to extend the amount of time the group can fight before needing to return for healing.

NO SKILL MODS

COMMANDS & ABILITIES

Boost Morale

Tactics I: Battlefield Support

5 Skill Points

175,000 Squad Leadership Experience

At this skill level, the Squad Leader earns the **/rally** command which will bolster the team against enemy attacks.

NO SKILL MODS

COMMANDS & ABILITIES

Rally

Tactics II: Ranged Defense

4 Skill Points

250,000 Squad Leadership Experience

At this skill level, the Squad Leader earns a group bonus for defense against ranged attacks.

SKILL MODS	VALUE
Group Ranged Defense	+10

NO COMMANDS & ABILITIES

Tactics III: Retreat

3 Skill Points

350,000 Squad Leadership Experience

At this skill level, the Squad Leader earns the **/retreat** command. This command grants the entire group Burst Run, but will drastically reduce the Squad Leader's Health and Action pools.

NO SKILL MODS

COMMANDS & ABILITIES

Retreat

Tactics IV: Defensive Form

2 Skill Points

450,000 Squad Leadership Experience

At this skill level, the Squad Leader earns an improved group bonus for defense against ranged attacks.

SKILL MODS	VALUE
Group Ranged Defense	+15

NO COMMANDS & ABILITIES

Master Squad Leader

2 Skill Points

620 Apprenticeship Experience

The Master Squad Leader can command other fighter's attention and respect. She can move a team quickly and direct a strike efficiently. A team with a Master Squad Leader at its head strikes fast and hard.

SKILL MODS	VALUE
Group Melee Defense	+5
Group Ranged Defense	+5
Group Burst Run Efficiency	+10
Group Terrain Negotiation	+10

NO COMMANDS & ABILITIES

STATISTICS

CREATURES & NPCs

This table lists nearly every creature, android, droid and NPC in the game. They are sorted into those four categories, and then alphabetized by the onscreen name within the category. That means (for example), that an "adolescent pygmy torton" is listed in the creature list under "A" (for "adolescent"), rather than "pygmy" or "torton." Grouping it with the other tortons (pygmy or otherwise) would put related creatures together, but you'd never know exactly where to look for it. With this list, look it up exactly as its name appears on the screen. Bera in mind that even with this table, use /con to get an opinion from the game as to whether you should attempt to take on a certain opponent.

Where. This column tells you on what planet a creature or NPC can be found. **all** means that you can find them on just about any planet you explore.

Lvl. More of a difficulty rating than a level. Although there is no way to tell the exact level of a player character, it is helpful to note that they range in level from 5 to 25. Therefore, the only way to ascertain a creature's toughness, relative to that of a player character, is by paying attention to the "conning" icon that appears next to the status bar of a selected target.

To-Hit, Damage. The creature's base chance to hit, and the base range of damage it can inflict. Note that these can be modified by several other factors.

XP. The amount of Combat Experience the creature is worth if killed. Note: The amount of experience you get changes depending on factors such as your skill levels and how much damage you did to a creature. Use the number in this table as a guideline rather than an absolute.

HAM. The normal range of possible Health, Action and Mind values.

Kntc. (Kinetic), **Energy, Blast, Heat, Cold, Electricity, Acid, Stun.** Base resistances to various types of damage.

Soc. Gp. (PvP). [Social Group (PvP Faction)] Denotes what social group the creature or NPC belongs to. Members of a social group tend to

defend each other if attacked (see "Pack," below). Some Social Groups consist only of one type of creature. If so, the Social Group is "self." For example, a crazed dumi's Social Group consists only of other crazed dumis.

If the Social Group is followed by a set of parentheses, the parentheses indicate which Player vs. Player Faction the creature or NPC belongs to. ("") means that the PvP Faction has the same name as the Social Group. For example, cavern spiders are in both the Spider Nightsister Social Group and the Spider Nightsister PvP Faction.

Meat, Hide, Bone (creatures). The type and quantity of meat, hide and bone that can be harvested from the dead creature.

Weapons (NPCs). The type of weapon this NPC carries.

Notes on behavior, special attacks (if any), armor and weapons, and so forth. Key words in the Notes column include:

Aggro. Aggressive creatures attack on sight regardless of your behavior. Almost any creature can be driven to attack if pushed too far (approaching or attacking its lair, for example), but aggressive creatures don't need a reason.

Killer. A creature that is a killer will perform a death-blow on you. Non-killers will incapacitate you, but not finish you off.

Stalker. Stalkers do not attack on sight, but follow you and jump you a bit later.

Pack. Packs assist any member of their social group in combat (think "bring a friend").

Herd. Herd creatures move in groups, but do not assist each other (unless they are also Pack creatures). If dispersed, they come back together.

Tamable. Creatures that can be tamed by Creature Handlers. The percentage that follows is the base chance of taming the creature.

Can't be harmed. This NPC can not be harmed.

Milk. This creature produces milk. (Most milk production is domesticated; **(w)** indicates "wild" milk.)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
CREATURES														
<i>acicular defender</i>	Corel.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	0
<i>ackloy</i>	Yavin4	157	925%	935-1580	14884	96k-118k	30	45	55	55	45	0	0	0
<i>adolescent pygmy torton</i>	Rori	14	30%	160-170	714	1k-1.2k	10	10	0	0	0	-1	0	50
<i>adult pygmy torton</i>	Rori	20	31%	190-200	1609	2k-2.4k	20	20	0	0	0	-1	-1	100
<i>aged lantern bird</i>	Endor	27	36%	240-250	2730	7.2k-8.8k	0	55	-1	0	0	0	-1	0
<i>aggravated kaadu trampler</i>	Naboo	17	31%	170-180	1102	2.9k-3.5k	10	0	-1	0	0	0	0	-1
<i>agrilat rasp</i>	Corel.	8	27%	90-110	187	180-220	0	0	0	0	0	10	0	-1
<i>alpha bolma</i>	Dath.	33	40%	315-340	3279	8.6k-10.6k	45	25	0	-1	0	-1	-1	-1
<i>alpha veermok</i>	Naboo	20	33%	180-190	1609	4.5k-5.5k	30	0	0	-1	0	0	-1	-1
<i>ancient bull rancor</i>	Dath.	98	95%	620-950	9336	20k-25k	50	65	0	100	100	100	0	0
<i>ancient graul</i>	Dant.	50	47%	370-450	4825	9.7k-11.9k	60	45	70	70	70	-1	0	0
<i>ancient mamien</i>	Yavin4	24	34%	200-210	2543	6.3k-7.7k	20	35	0	0	0	0	0	-1
<i>ancient reptilian flier</i>	Dath.	25	35%	230-240	2543	5k-6.1k	20	30	0	50	50	-1	50	-1
<i>angler</i>	Yavin4	22	35%	210-220	2006	5.9k-7.2k	0	0	0	0	0	0	0	-1
<i>angler (bio-engineered)</i>	Yavin4	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>angler hatchling</i>	Yavin4	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>angler recluse</i>	Yavin4	26	36%	250-260	2637	7.7k-9.4k	25	20	-1	0	0	-1	0	-1
<i>angry baz nitch avenger</i>	Dath.	24	35%	230-240	2543	5k-6.1k	0	35	0	0	0	0	0	0
<i>arachne drone</i>	Endor	27	36%	240-250	2730	5.9k-7.2k	35	25	0	40	40	-1	40	-1
<i>arachne fleshripper</i>	Endor	30	36%	310-330	3097	7.7k-9.4k	10	40	-1	20	20	0	20	0
<i>arachne hatchling</i>	Endor	18	32%	160-170	1257	3.5k-4.3k	10	10	0	-1	-1	0	85	0
<i>arachne queen</i>	Endor	63	60%	445-600	6105	11k-14k	50	35	0	80	80	0	80	-1
<i>arachne warrior</i>	Endor	42	44%	355-420	4097	9.1k-11.1k	30	30	-1	60	60	-1	60	-1
<i>arachne webmaster</i>	Endor	50	50%	405-520	4916	9.9k-12.1k	35	35	-1	60	60	-1	60	-1
<i>arachne widow</i>	Endor	58	53%	400-510	5647	11k-14k	40	40	0	70	80	0	80	-1
<i>armodragon</i>	Tatoo.	34	41%	315-340	3370	8.6k-10.5k	25	40	0	0	0	-1	0	-1
<i>baby bol</i>	Dant.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>bachelor gualama</i>	Naboo	13	30%	140-150	514	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>bageraset</i>	Corel.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>bageraset (bio-engineered)</i>	Corel.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>bageraset bruiser</i>	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	10	0	0	0	0
<i>bantha</i>	Tatoo.	15	30%	150-160	714	2k-2.4k	0	20	0	20	0	0	0	-1
<i>bantha (bio-engineered)</i>	Tatoo.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>Bantha E3</i>	Tatoo.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>bantha matriarch</i>	Tatoo.	25	35%	230-240	2543	7.7k-9.4k	35	10	0	50	-1	-1	-1	-1
<i>bark mite</i>	Rori	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>bark mite burrower</i>	Endor	55	49%	415-540	5373	10k-12k	65	40	-1	80	-1	80	80	0

CREATURES: acicular defender — bark mite burrower

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>acicular defender</i>	Paralope	herb. (5)	wooly (3)	mamm. (2)	Herb.; Pack; Herd; Aggro; Tameable (5%); Blind attack
<i>acklay</i>	Geon. Monster				Carn.; Killer; Pack; Aggro; Posture down attack; Area attack (combo)
<i>adolescent pygmy tartan</i>	Torton	carn. (500)	wooly (300)	mamm. (500)	Herb.; Pack; Herd; Aggro; Knockdown attack; Dizzy attack
<i>adult pygmy tartan</i>	Torton	carn. (600)	wooly (400)	mamm. (600)	Herb.; Pack; Herd; Aggro; Stun attack; Dizzy attack
<i>aged lantern bird</i>	Lantern	herb. ()	leath. (41)	avian (46)	Herb.; Pack; Herd; Tameable (25%)
<i>aggrivated kaadu trampler</i>	Kaadu	avian (120)	leath. (85)	avian (70)	Herb.; Pack; Herd; Aggro; Tameable (5%); Stun attack; Posture down attack
<i>agrilat rasp</i>	Rasp	avian (3)		avian (2)	Herb.; Tameable (25%)
<i>alpha bolma</i>	Bolma	wild (500)	leath. (550)	mamm. (500)	Herb.; Pack; Herd; Aggro; Intimidation attack
<i>alpha veermak</i>	Veermok	carn. (150)	bristl. (150)	mamm. (40)	Carn.; Pack; Knockdown attack; Dizzy attack
<i>ancient bull rancar</i>	Rancar	carn. (1100)	leath. (1000)	mamm. (950)	Carn.; Killer; Pack; Aggro; Area attack (bleeds); Area attack (combo)
<i>ancient graul</i>	Graul	carn. (950)	leath. (875)	mamm. (775)	Carn.; Pack; Aggro; Dizzy attack; Blind attack
<i>ancient mamien</i>	Marnien	wild (20)	wooly (20)	mamm. (20)	Carn.; Killer; Pack; Herd; Aggro; Dizzy attack
<i>ancient reptilian flier</i>	Reptilian Flier	avian (135)	leath. (90)	avian (85)	Carn.; Pack; Aggro; Tameable (25%); Blind attack
<i>angler</i>	Angler	insect (4)			Carn.; Stalker; Pack; Aggro; Tameable (25%); Poison attack (strong); Intimidation attack
<i>angler (bio-engineered)</i>	Angler				Carn.; Stalker; Pack; Aggro
<i>angler hatchling</i>	Angler	insect (2)			Carn.; Stalker; Pack; Aggro; Poison attack (mild); Posture down attack
<i>angler recluse</i>	Angler	insect (2)			Carn.; Stalker; Pack; Aggro; Posture down attack; Poison attack (strong)
<i>angry baz nitch avenger</i>	Baz Nitch	wild (5)	leath. (2)	mamm. (2)	Herb.; Killer; Pack; Herd; Aggro; Dizzy attack; Ranged attack (spit)
<i>arachne drone</i>	Arachne	insect ()			Carn.; Pack; Aggro; Poison attack (strong); Dizzy attack; Ranged attack (spit)
<i>arachne fleshripper</i>	Arachne	insect ()			Carn.; Killer; Pack; Aggro; Tameable (5%); Poison attack (strong); Posture down attack; Ranged attack (spit)
<i>arachne hatchling</i>	Arachne	insect (1)			Carn.; Pack; Herd; Disease attack (poison)
<i>arachne queen</i>	Arachne	insect (60)			Carn.; Killer; Pack; Herd; Aggro/ Area attack (poison); Poison attack (strong)
<i>arachne warrior</i>	Arachne	insect ()			Carn.; Stalker; Pack; Herd; Aggro; Tameable (25%); Blind attack; Poison attack (strong); Ranged attack (spit)
<i>arachne webmaster</i>	Arachne	insect (30)			Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Stun attack; Poison attack (strong)
<i>arachne widow</i>	Arachne	insect (30)			Carn.; Killer; Pack; Herd; Aggro; Tameable (1%); Stun attack; Poison attack (strong)
<i>armodragon</i>	Dragonet	carn. (125)	bristl. (75)	mamm. (68)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Dizzy attack; Posture down attack; Ranged attack (spit)
<i>baby bal</i>	Bal	herb. ()	leath. (300)	mamm. (180)	Herb.; Herd; Milk
<i>bachelor gualama</i>	Gualama	wild (200)	wooly (150)	mamm. (90)	Herb.; Tameable (25%); Stun attack
<i>bageraset</i>	Bageraset	herb. (230)	leath. (130)	mamm. (80)	Herb.; Herd; Tameable (25%); Intimidation attack; Ranged attack (spit); Milk (w)
<i>bageraset (bio-engineered)</i>	Bageraset				Herb.; Herd; Milk
<i>bageraset bruiser</i>	Bageraset	herb. (230)	leath. (130)	mamm. (80)	Herb.; Pack; Tameable (5%); Intimidation attack; Ranged attack (spit)
<i>bantha</i>	Bantha	herb. (450)	wooly (325)	mamm. (250)	Herb.; Herd; Tameable (25%); Dizzy attack; Milk (w)
<i>bantha (bio-engineered)</i>	Bantha				Herb.; Herd; Milk
<i>Bantha E3</i>	Bantha	herb. (450)	wooly (325)	mamm. (250)	Herb.; Herd; Tameable (25%); Dizzy attack; Milk (w)
<i>bantha matriarch</i>	Bantha	herb. (485)	wooly (365)	mamm. (320)	Herb.; Pack; Herd; Posture down attack; Milk (w)
<i>bark mite</i>	Bark Mite	insect (5)	scale. (4)	mamm. (3)	Carn.; Pack; Tameable (25%); Blind attack
<i>bark mite burrower</i>	Bark Mite	insect ()	scale ()		Carn.; Killer; Pack; Aggro; Area attack (bleeds); Disease attack (strong)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>bark mite burrower collector</i>	Endor	36	40%	335-380	3551	8.6k-10.6k	0	40	-1	70	-1	65	70	0
<i>bark mite burrower drone</i>	Endor	29	36%	290-300	2914	7.2k-8.8k	35	20	-1	70	-1	60	70	0
<i>bark mite burrower queen</i>	Endor	60	55%	440-590	5830	11k-13k	60	50	-1	80	-1	80	80	0
<i>bark mite burrower swarming</i>	Endor	20	32%	210-220	1609	3.5k-4.3k	0	20	-1	35	-1	20	35	-1
<i>bark mite burrower worker</i>	Endor	45	44%	370-450	4370	9.3k-11.3k	45	60	-1	80	-1	80	80	0
<i>bark mite hatchling</i>	Rori	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>baz nitch</i>	Dath.	22	35%	210-220	2219	5.9k-7.2k	20	0	0	-1	0	0	-1	0
<i>bearded jax</i>	Rori	11	28%	90-110	430	810-990	0	5	30	0	0	0	0	-1
<i>bearded jax (bio-engineered)</i>	Rori	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>berserk kahmurra</i>	Talus	19	33%	180-190	1609	4.5k-5.5k	20	-1	0	0	0	0	0	-1
<i>bile-drenched quenker</i>	Dant.	34	41%	315-340	3370	8.7k-10.7k	0	0	0	0	-1	0	0	-1
<i>blight boar</i>	Tatoo.	12	29%	150-160	514	1k-1.2k	0	0	0	0	0	0	0	-1
<i>blister rot mite queen</i>	Talus	15	30%	160-170	960	2k-2.4k	0	0	0	0	10	0	10	-1
<i>bloated gubber</i>	Corel.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>blood thirsty borgle</i>	Rori	14	30%	160-170	831	1.2k-1.4k	10	10	0	0	0	0	0	-1
<i>blood-drenched merk king</i>	Endor	56	55%	420-550	5464	11k-13k	0	35	0	0	0	0	0	0
<i>blood-fanged gackle bat</i>	Yavin4	14	30%	160-170	831	1.5k-1.9k	0	0	10	0	0	0	0	-1
<i>blood-frenzied boar wolf</i>	Endor	45	44%	395-500	4461	10k-12k	0	0	0	75	75	-1	0	-1
<i>bloodseeker mite</i>	Endor	31	39%	325-360	3097	7.7k-9.4k	-1	40	-1	100	-1	100	100	-1
<i>bloodseeker mite drone</i>	Endor	20	32%	210-220	1609	2.4k-3k	-1	35	-1	45	-1	45	45	-1
<i>bloodseeker mite guardian</i>	Endor	38	40%	330-370	3733	8.4k-10.2k	60	40	-1	70	-1	70	70	0
<i>bloodseeker mite hunter</i>	Endor	31	36%	315-340	3097	5.9k-7.2k	15	45	-1	80	-1	80	80	0
<i>bloodseeker mite queen</i>	Endor	38	41%	330-370	3824	8.8k-10.8k	40	45	-1	80	-1	80	80	-1
<i>blood-stained merk</i>	Endor	32	40%	320-350	3279	8.6k-10.5k	-1	45	0	60	60	0	75	-1
<i>bloodstained prowler</i>	Corel.	29	35%	210-220	3005	8.4k-10.2k	35	30	0	50	0	35	-1	0
<i>blood-thirsty monarch</i>	Corel.	20	33%	200-210	1803	4.5k-5.5k	0	15	0	0	0	-1	-1	-1
<i>blooming jax</i>	Endor	27	36%	240-250	2730	7.2k-8.8k	35	35	50	-1	-1	-1	-1	-1
<i>blurr</i>	Endor	50	50%	395-500	4825	10k-12k	20	20	0	40	80	80	-1	-1
<i>blurr (bio-engineered)</i>	Endor	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>blurr hunter</i>	Endor	20	32%	180-190	1609	3.5k-4.3k	15	20	0	35	35	-1	-1	-1
<i>blurr pup</i>	Endor	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>blurr raptor</i>	Endor	141	625%	945-1600	13367	62k-75k	0	0	0	0	0	0	0	0
<i>blurr sand crawler</i>	Endor	43	44%	345-400	4188	9.3k-11.3k	45	45	0	100	20	100	-1	-1
<i>blurr tracker</i>	Endor	28	36%	250-260	2822	7.7k-9.4k	25	25	0	40	80	0	-1	-1

CREATURES: bark mite burrower collector — blurr tracker

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>bark mite burrower collector</i>	Bark Mite	insect (0)	scale. (0)		Carn.; Stalker; Pack; Aggro; Tameable (20%); Blind attack; Stun attack
<i>bark mite burrower drone</i>	Bark Mite	insect (0)	scale. (0)		Carn.; Pack
<i>bark mite burrower queen</i>	Bark Mite	insect (0)	scale. (0)		Carn.; Killer; Pack; Aggro; Stun attack; Disease attack (strong); Ranged attack (spit)
<i>bark mite burrower swarming</i>	Bark Mite	insect (0)	scale. (0)		Carn.; Pack; Aggro
<i>bark mite burrower worker</i>	Bark Mite	insect (0)	scale. (0)		Carn.; Pack; Stun attack; Disease attack (medium); Ranged attack (spit)
<i>bark mite hatchling</i>	Bark Mite	insect (5)			Carn.; Pack; Herd; Stun attack
<i>baz nitch</i>	Baz Nitch	wild (5)	leath. (2)	mamm. (2)	Herb.; Killer; Pack; Herd; Aggro; Tameable (25%)
<i>bearded jax</i>	Jax	herb. (15)	bristl. (15)	mamm. (10)	Herb.; Stalker; Pack; Tameable (25%); Intimidation attack
<i>bearded jax (bio-engineered)</i>	Jax				Herb.; Stalker; Pack
<i>berserk kahmurra</i>	Kahmurra	herb. (50)	bristl. (30)	mamm. (35)	Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack
<i>bile-drenched quenker</i>	Quenker	wild (0)	scale. (0)		Carn.; Pack; Herd; Aggro; Tameable (25%); Dizzy attack; Poison attack (strong); Ranged attack (spit)
<i>blight boar</i>	Zucca Boar	herb. (65)	leath. (40)	mamm. (25)	Herb.; Pack; Aggro; Tameable (5%); Stun attack
<i>blister rot mite queen</i>	Decay Mite	insect (10)			Carn.; Killer; Pack; Herd; Aggro; Disease attack (medium); Stun attack; Ranged attack (spit)
<i>bloated gubber</i>	Gubbur	carn. (4)	leath. (3)	mamm. (3)	Herb.; Herd
<i>blood thirsty borgle</i>	Borgle	carn. (5)	leath. (5)	avian (5)	Carn.; Killer; Pack; Aggro; Tameable (25%); Posture down attack
<i>blood-drenched merek king</i>	Merek	wild (0)	leath. (55)		Carn.; Killer; Stalker; Pack; Herd; Aggro; Stun attack; Blind attack
<i>blood-fanged gackle bat</i>	Gacklebat	avian (9)	leath. (9)	avian (9)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Blind attack; Intimidation attack
<i>blood-frenzied boar wolf</i>	Boar Wolf	carn. (0)	leath. (0)		Carn.; Killer; Pack; Aggro; Area attack (bleeds); Blind attack
<i>bloodseeker mite</i>	Bloodseeker	insect (0)	scale. (0)		Carn.; Pack; Tameable (25%); Dizzy attack; Posture down attack; Ranged attack (spit)
<i>bloodseeker mite drone</i>	Bloodseeker	insect (0)	scale. (0)		Carn.; Pack
<i>bloodseeker mite guardian</i>	Bloodseeker	insect (0)	scale. (0)		Carn.; Pack; Aggro; Stun attack; Disease attack (strong); Ranged attack (spit)
<i>bloodseeker mite hunter</i>	Bloodseeker	insect (0)	scale. (0)		Carn.; Pack; Aggro; Dizzy attack; Posture down attack; Ranged attack (spit)
<i>bloodseeker mite queen</i>	Bloodseeker	insect (0)	scale. (0)		Carn.; Killer; Pack; Dizzy attack; Disease attack (strong)
<i>blood-stained merek</i>	Merek	wild (0)	leath. (45)		Carn.; Killer; Pack; Aggro; Tameable (25%); Knockdown attack; Ranged attack (spit)
<i>bloodstained prowler</i>	Wrix	carn. (70)	bristl. (40)	mamm. (35)	Carn.; Killer; Pack; Herd; Aggro; Tameable (5%); Knockdown attack; Stun attack
<i>blood-thirsty monarch</i>	Cor. Butterfly	insect (27)	scale. (27)		Carn.; Killer; Pack; Herd; Tameable (5%); Stun attack; Intimidation attack
<i>blooming jax</i>	Jax	herb. (0)	bristl. (35)	mamm. (25)	Carn.; Pack; Posture down attack; Blind attack
<i>blurr</i>	Blurr	carn. (0)	leath. (0)	avian (0)	Carn.; Pack; Tameable (10%); Stun attack; Blind attack; Ranged attack (spit)
<i>blurr (bio-engineered)</i>	Blurr				Carn.; Pack
<i>blurr hunter</i>	Blurr	carn. (0)	leath. (0)	avian (0)	Carn.; Pack; Herd; Posture down attack; Knockdown attack; Ranged attack (spit)
<i>blurr pup</i>	Blurr	carn. (0)	leath. (0)	avian (0)	Carn.; Pack; Herd
<i>blurr raptor</i>	Blurr	carn. (0)	leath. (0)	avian (0)	Carn.; Killer; Stalker; Pack; Aggro; Stun attack; Blind attack; Ranged attack (spit)
<i>blurr sand crawler</i>	Blurr	carn. (0)	leath. (0)	avian (0)	Carn.; Pack; Stun attack; Blind attack; Ranged attack (spit)
<i>blurr tracker</i>	Blurr	carn. (0)	leath. (0)	avian (0)	Carn.; Pack; Herd; Posture down attack; Knockdown attack; Ranged attack (spit)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>blushing jax</i>	Endor	27	36%	220-230	2730	8.3k-10.1k	35	30	50	-1	-1	-1	-1	-1
<i>boar wolf</i>	Endor	25	36%	240-250	2543	8.1k-9.9k	50	-1	30	-1	30	30	-1	-1
<i>boar wolf (bio-engineered)</i>	Endor	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>boar wolf cub</i>	Endor	18	32%	160-170	1257	3.5k-4.3k	15	0	10	0	0	0	-1	-1
<i>boar wolf ravager</i>	Endor	34	40%	305-320	3460	8.6k-10.5k	50	0	50	0	0	0	-1	-1
<i>bocatt</i>	Tatoo.	22	34%	200-210	2006	6.3k-7.7k	0	0	-1	-1	50	50	-1	-1
<i>bocatt (bio-engineered)</i>	Tatoo.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>bol</i>	Dant.	29	39%	260-270	2914	8.4k-10.2k	35	0	-1	0	0	-1	0	-1
<i>bol</i>	Dant.	29	39%	260-270	2914	8.4k-10.2k	35	0	-1	0	0	-1	0	-1
<i>bol (bio-engineered)</i>	Dant.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>bol pack runner</i>	Dant.	26	36%	230-240	2637	8.2k-10k	25	25	0	0	-1	-1	0	-1
<i>bolle bol</i>	Naboo	27	36%	250-260	2730	7.7k-9.4k	25	25	0	-1	40	-1	40	-1
<i>bolle bol (bio-engineered)</i>	Naboo	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>bolle bol bark biter</i>	Endor	27	36%	240-250	2730	7.2k-8.8k	35	25	-1	0	40	0	40	-1
<i>bolle bol calf</i>	Endor	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>bolle bol colt</i>	Endor	17	32%	160-170	1102	3.5k-4.3k	10	10	0	0	0	0	0	-1
<i>bolle bol female</i>	Endor	32	39%	290-300	3188	8.8k-10.8k	0	0	0	0	50	0	50	-1
<i>bolle bol herd leader</i>	Endor	35	41%	320-350	3460	8.8k-10.8k	35	0	0	-1	50	0	50	-1
<i>bolle bol male</i>	Endor	30	39%	290-300	3005	8.4k-10.2k	0	0	0	0	50	0	50	-1
<i>bolle bol stomper</i>	Endor	23	34%	220-230	2219	5k-6.1k	25	0	-1	-1	50	-1	50	-1
<i>bolma</i>	Dath.	19	33%	180-190	1426	4.5k-5.5k	0	25	0	-1	-1	-1	-1	-1
<i>bolma (bio-engineered)</i>	Dath.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>bolma calf</i>	Dath.	19	33%	180-190	1426	5k-6.1k	0	0	0	0	0	0	0	0
<i>bolma female</i>	Dath.	26	35%	230-240	2637	7.2k-8.8k	35	30	0	0	-1	-1	0	0
<i>bolma male</i>	Dath.	27	37%	260-270	2730	8.1k-9.9k	35	20	0	-1	-1	-1	-1	-1
<i>bolma pack master</i>	Dath.	22	35%	210-220	2006	5.9k-7.2k	0	30	0	-1	-1	-1	-1	-1
<i>Bolma Prime</i>	Dath.	37	41%	325-360	3642	8.9k-10.9k	45	45	0	0	0	0	-1	-1
<i>bolma youth</i>	Dath.	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	0
<i>bone angler</i>	Yavin4	27	37%	210-220	2730	7.7k-9.4k	0	0	0	0	0	0	0	-1
<i>bonecracker bantho</i>	Tatoo.	24	35%	240-250	2443	7.2k-8.8k	0	25	0	40	-1	-1	-1	-1
<i>bordok (bio-engineered)</i>	Endor	1	20%	30-40	45	45-55	0	0	0	0	0	0	0	0
<i>bordok ancient</i>	Endor	45	45%	375-460	4370	10k-12k	45	0	0	70	70	-1	-1	-1
<i>bordok fool</i>	Endor	25	36%	240-250	2543	8.1k-9.9k	0	0	-1	70	70	-1	-1	-1
<i>bordok herd master</i>	Endor	40	43%	355-420	3915	9.5k-11.6k	0	0	0	70	70	-1	-1	-1
<i>bordok mare</i>	Endor	34	41%	340-390	3460	8.7k-10.7k	30	-1	0	100	100	0	-1	-1
<i>borgle</i>	Rori	12	29%	120-130	514	1k-1.2k	0	15	0	0	0	0	0	-1
<i>borgle harvester</i>	Rori	13	29%	130-140	609	1.2k-1.4k	10	10	0	0	0	0	0	-1
<i>borgle life sapper</i>	Endor	25	35%	220-230	2637	6.3k-7.7k	20	30	-1	-1	35	35	50	-1
<i>borgle matriarch</i>	Rori	15	30%	150-160	960	2k-2.4k	10	10	0	0	0	0	0	-1
<i>borgle protector</i>	Rori	14	30%	140-150	714	1.5k-1.9k	15	15	0	0	0	0	0	-1
<i>bounding jax</i>	Endor	16	31%	170-180	960	2.4k-3k	10	15	10	0	0	-1	-1	-1
<i>brackaset</i>	Dath.	26	36%	240-250	2637	8.1k-9.9k	30	20	20	0	0	-1	-1	-1
<i>brackaset (bio-engineered)</i>	Dath.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>brackaset female</i>	Dath.	29	37%	260-270	2914	8.3k-10.1k	30	30	20	0	0	-1	-1	-1

CREATURES: blushing jax — brackaset female

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>blushing jax</i>	Jax	herb. ()	bristl. (35)	mamm. (25)	Carn.; Pack; Blind attack; Dizzy attack
<i>boar wolf</i>	Boar Wolf	carn. ()	leath. ()		Carn.; Pack; Aggro; Tameable (25%); Stun attack
<i>boar wolf (bio-engineered)</i>	Boar Wolf				Carn.; Pack; Aggro
<i>boar wolf cub</i>	Boar Wolf	carn. ()	leath. ()		Carn.; Pack; Aggro; Posture down attack
<i>boar wolf ravager</i>	Boar Wolf	carn. ()	leath. ()		Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack; Blind attack
<i>bocatt</i>	Bocatt	reptil. (100)	leath. (60)	mamm. (35)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Posture down attack; Stun attack; Ranged attack (spit)
<i>bocatt (bio-engineered)</i>	Bocatt				Carn.; Stalker; Pack; Aggro
<i>bol</i>	Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Can't be harmed; Knockdown attack; Intimidation attack
<i>bol</i>	Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Knockdown attack; Intimidation attack
<i>bol (bio-engineered)</i>	Bol				Herb.; Pack; Herd; Milk
<i>bol pack runner</i>	Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Stun attack; Dizzy attack
<i>bolle bol</i>	Bolle Bol	herb. (450)	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Dizzy attack; Stun attack; Milk (w)
<i>bolle bol (bio-engineered)</i>	Bolle Bol				Herb.; Pack; Herd; Milk
<i>bolle bol bark biter</i>	Bolle Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Dizzy attack; Posture down attack
<i>bolle bol calf</i>	Bolle Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Milk
<i>bolle bol colt</i>	Bolle Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd
<i>bolle bol female</i>	Bolle Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Posture down attack; Dizzy attack; Milk (w)
<i>bolle bol herd leader</i>	Bolle Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Knockdown attack; Intimidation attack
<i>bolle bol male</i>	Bolle Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Posture down attack; Blind attack
<i>bolle bol stomper</i>	Bolle Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Dizzy attack; Posture down attack
<i>bolma</i>	Bolma	wild ()	leath. (160)	mamm. (150)	Herb.; Pack; Herd; Dizzy attack; Posture down attack; Milk (w)
<i>bolma (bio-engineered)</i>	Bolma				Herb.; Pack; Herd; Milk
<i>bolma calf</i>	Bolma	wild (175)	leath. (160)	mamm. (150)	Herb.; Pack; Herd; Milk (w)
<i>bolma female</i>	Bolma	wild (300)	leath. (320)	mamm. (300)	Herb.; Pack; Herd; Milk (w)
<i>bolma male</i>	Bolma	wild (320)	leath. (340)	mamm. (320)	Herb.; Pack; Herd; Tameable (25%); Stun attack
<i>bolma pack master</i>	Bolma	wild ()	leath. (160)	mamm. (150)	Herb.; Pack; Blind attack
<i>Bolma Prime</i>	Bolma	wild (500)	leath. (550)	mamm. (500)	Herb.; Pack; Herd; Aggro; Tameable (5%); Intimidation attack; Posture down attack
<i>bolma youth</i>	Bolma	wild ()	leath. (160)	mamm. (150)	Herb.; Pack; Herd; Milk (w)
<i>bone angler</i>	Angler	insect (4)			Carn.; Stalker; Pack; Aggro; Tameable (5%); Poison attack (strong); Intimidation attack
<i>banecracker bantha</i>	Bantha	herb. (475)	wooly (345)	mamm. (300)	Herb.; Pack; Herd; Aggro; Tameable (5%); Intimidation attack; Stun attack
<i>bordok (bio-engineered)</i>	Bordok				Herb.; Killer; Pack; Aggro; Milk
<i>bordok ancient</i>	Bordok	herb. ()	leath. ()	mamm. ()	Herb.; Pack; Blind attack; Stun attack; Milk
<i>bordok foal</i>	Bordok	herb. ()	leath. ()	mamm. ()	Herb.; Pack; Herd; Intimidation attack; Dizzy attack; Milk
<i>bordok herd master</i>	Bordok	herb. ()	leath. ()	mamm. ()	Herb.; Pack; Herd; Intimidation attack
<i>bordok mare</i>	Bordok	herb. ()	leath. ()	mamm. ()	Herb.; Killer; Pack; Aggro; Stun attack; Area attack (knockdown)
<i>borgle</i>	Borgle	carn. (5)	leath. (5)	avian (5)	Carn.; Pack; Tameable (25%); Posture down attack
<i>borgle harvester</i>	Borgle	carn. (5)	leath. (5)	avian (5)	Carn.; Pack; Tameable (25%); Posture down attack
<i>borgle life sapper</i>	Borgle	carn. ()	leath. (5)	avian (5)	Herb.; Killer; Stalker; Pack; Aggro; Posture down attack; Disease attack (poison); Ranged attack (spit)
<i>borgle matriarch</i>	Borgle	carn. (5)	leath. (5)	avian (5)	Carn.; Killer; Pack; Posture down attack
<i>borgle protector</i>	Borgle	carn. (5)	leath. (5)	avian (5)	Carn.; Pack; Aggro; Tameable (25%); Posture down attack
<i>bounding jax</i>	Jax	herb. ()	bristl. (35)	mamm. (25)	Carn.; Pack; Dizzy attack
<i>brackaset</i>	Brackaset	wild (100)	leath. (91)	mamm. (81)	Herb.; Pack; Herd; Tameable (25%); Posture down attack; Milk (w)
<i>brackaset (bio-engineered)</i>	Brackaset				Herb.; Pack; Herd; Milk
<i>brackaset female</i>	Brackaset	wild (100)	leath. (90)	mamm. (80)	Herb.; Pack; Herd; Tameable (25%); Stun attack; Milk (w)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>brackaset male</i>	Dath.	30	39%	280-290	3005	8.5k-10.3k	30	30	20	0	0	-1	-1	-1
<i>bull bantha</i>	Tatoo.	20	33%	190-200	1609	4.5k-5.5k	0	25	0	40	-1	-1	-1	-1
<i>bull rancor</i>	Dath.	65	60%	455-620	6288	11k-14k	35	60	0	80	80	80	0	0
<i>bull ronto</i>	Tatoo.	23	34%	200-210	2219	5.4k-6.6k	15	25	-1	50	40	-1	0	-1
<i>cannibal dewback</i>	Tatoo.	21	33%	230-240	1609	5.9k-7.2k	0	0	0	-1	0	-1	0	-1
<i>canoid</i>	Corel.	10	28%	120-130	356	810-990	0	0	0	0	0	0	0	-1
<i>canoid hunter</i>	Corel.	15	30%	150-160	960	2k-2.4k	15	15	15	0	0	0	0	-1
<i>canoid pack leader</i>	Corel.	18	32%	160-170	1426	3.5k-4.3k	15	20	0	0	0	0	0	-1
<i>canyon krayt dragon</i>	Tatoo.	275	2725%	1520-2750	26356	321k-392k	60	60	60	60	20	60	60	60
<i>capper spineflap</i>	Naboo	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>capper spineflap drone</i>	Naboo	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>carnivorous nuna</i>	Naboo	13	30%	140-150	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>carriion spat</i>	Corel.	10	28%	90-110	292	1k-1.2k	0	0	0	0	0	0	0	-1
<i>carriion spat (bio-engineered)</i>	Corel.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>carriion spat corporeaver</i>	Corel.	13	29%	130-140	714	1.5k-1.9k	0	0	0	10	10	0	0	0
<i>cave beetle</i>	Tatoo.	15	31%	140-150	960	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>cavern spider</i>	Dath.	27	36%	250-260	2822	7.7k-9.4k	30	30	0	-1	0	0	-1	-1
<i>cavern spider broodling</i>	Dath.	8	27%	70-75	292	405-495	0	0	10	0	0	0	0	-1
<i>cavern spider hunter</i>	Dath.	46	46%	390-490	4552	9.5k-11.6k	40	40	60	15	-1	-1	0	-1
<i>cavern spider queen</i>	Dath.	46	44%	345-400	4552	10k-12k	60	60	40	25	0	-1	0	0
<i>charred kreal</i>	Rori	15	31%	160-170	831	2.4k-3k	0	0	30	30	-1	-1	-1	-1
<i>chasmal spider</i>	Dath.	31	38%	290-300	3097	8.6k-10.5k	30	20	0	0	0	0	10	0
<i>choku</i>	Yavin4	16	31%	170-180	960	2.9k-3.5k	10	0	0	0	0	0	0	-1
<i>choku (bio-engineered)</i>	Yavin4	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>choku female</i>	Yavin4	13	30%	130-140	609	2k-2.4k	0	0	0	0	0	0	0	-1
<i>choku hunter</i>	Yavin4	15	30%	150-160	831	1.5k-1.9k	15	0	0	0	0	0	0	-1
<i>choku male</i>	Yavin4	18	32%	170-180	1257	4.1k-5k	15	0	-1	-1	0	0	-1	-1
<i>choku packmaster</i>	Yavin4	21	34%	170-180	1803	5.9k-7.2k	10	0	0	0	0	0	0	-1
<i>choku pup</i>	Yavin4	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>chuba</i>	Naboo	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>clipped fynock</i>	Talus	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>confused wood mite hatchling</i>	Rori	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>corellian butterfly</i>	Corel.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>corellian butterfly defender</i>	Corel.	18	32%	210-220	1257	2k-2.4k	0	15	-1	-1	-1	-1	-1	-1
<i>corellian butterfly drone</i>	Corel.	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>corellian butterfly monarch</i>	Corel.	20	33%	200-210	1803	4.5k-5.5k	-1	25	-1	0	0	-1	-1	-1
<i>corellian butterfly warrior</i>	Corel.	14	30%	170-180	714	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>corellian butterfly worker</i>	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>cowardly gurreck</i>	Endor	15	31%	150-160	831	2.9k-3.5k	10	10	0	-1	-1	0	-1	-1
<i>craggy balma</i>	Dath.	47	47%	375-460	4643	10k-13k	25	40	0	0	-1	0	0	-1

CREATURES: brackaset male — craggy bolma

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>brackaset male</i>	Brackaset	wild (100)	leath. (91)	mamm. (81)	Herb.; Pack; Herd; Tameable (25%); Posture down attack
<i>bull bantha</i>	Bantha	herb. (475)	wooly (345)	mamm. (300)	Herb.; Pack; Herd; Tameable (25%); Stun attack
<i>bull rancor</i>	Rancor	carn. (1020)	leath. (900)	mamm. (850)	Carn.; Killer; Pack; Aggro; Tameable (0.1%); Area attack (disease); Dizzy attack
<i>bull ronto</i>	Ronto	herb. (465)	leath. (320)	mamm. (200)	Herb.; Pack; Tameable (25%); Posture down attack; Stun attack
<i>cannibal dewback</i>	Dewback	reptil. (340)	leath. (260)	mamm. (185)	Carn.; Stalker; Aggro; Dizzy attack
<i>canoid</i>	Canoid	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Tameable (25%); Stun attack
<i>canoid hunter</i>	Canoid	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Herd; Tameable (25%); Intimidation attack
<i>canoid pack leader</i>	Canoid	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Herd; Intimidation attack
<i>canyon krayt dragon</i>	Krayt Dragon	carn. (1250)	bristl. (750)	mamm. (675)	Carn.; Killer; Stalker; Pack; Aggro; Area attack; Stun attack
<i>copper spineflap</i>	Cap. Spineflap	insect (3)	scale. (5)	avian (3)	Carn.; Pack; Tameable (25%)
<i>copper spineflap drone</i>	Cap. Spineflap	insect (6)	scale. (10)	avian (6)	Carn.; Pack; Tameable (25%)
<i>carnivorous nuna</i>	self	avian (5)	leath. (5)	avian (2)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Posture down attack
<i>carion spat</i>	Carion Spat	avian (260)		avian (180)	Carn.; Tameable (25%); Stun attack
<i>carion spat (bio-engineered)</i>	Carion Spat				Carnivore
<i>carion spat corporeaver</i>	Carion Spat	avian (260)		avian (180)	Carn.; Killer; Pack; Tameable (5%); Blind attack; Stun attack
<i>cave beetle</i>	Rock Beetle	insect (6)	scale. (8)		Carn.; Killer; Pack; Aggro; Tameable (25%); Poison attack (medium); Posture down attack; Ranged attack (spit)
<i>cavern spider</i>	Sp. Nightsister (")	insect (35)			Carn.; Killer; Stalker; Pack; Aggro; Poison attack (mild); Intimidation attack
<i>cavern spider broodling</i>	Sp. Nightsister (")	insect (15)			Carn.; Killer; Stalker; Pack; Aggro
<i>cavern spider hunter</i>	Sp. Nightsister (")	insect (35)			Carn.; Killer; Stalker; Pack; Aggro; Stun attack; Disease attack (poison); Ranged attack (spit)
<i>cavern spider queen</i>	Sp. Nightsister (")	insect (40)			Carn.; Killer; Stalker; Pack; Aggro; Knockdown attack; Disease attack (poison)
<i>charred krevol</i>	Krevol	insect (10)	scale. (15)		Carn.; Pack; Tameable (25%); Posture down attack; Ranged attack (spit)
<i>chasmal spider</i>	Gaping	insect (8)			Carn.; Pack; Aggro; Tameable (5%); Poison attack (strong); Stun attack
<i>choku</i>	Choku	avian (10)		avian (8)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Stun attack
<i>choku (bio-engineered)</i>	Choku				Carn.; Stalker; Pack; Aggro
<i>choku female</i>	Choku	avian (10)		avian (8)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Stun attack
<i>choku hunter</i>	Choku	avian (10)		avian (8)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Posture down attack
<i>choku male</i>	Choku	avian (10)		avian (8)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Stun attack
<i>choku packmaster</i>	Choku	avian (10)		avian (8)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Stun attack
<i>choku pup</i>	Choku	avian (7)		avian (5)	Carn.; Stalker; Pack; Aggro
<i>chuba</i>	Chuba	herb. (5)	leath. (3)		Herb.; Herd; Tameable (25%)
<i>clipped fynock</i>	Fynock	avian (20)	leath. (30)	avian (7)	Carn.; Pack; Stun attack
<i>confused wood mite hatchling</i>	Bark Mite	insect (5)			Carn.; Pack; Herd; Stun attack
<i>corellian butterfly</i>	Cor. Butterfly	insect (3)	scale. (4)		Carn.; Tameable (25%)
<i>corellian butterfly defender</i>	Cor. Butterfly	insect (16)	scale. (16)		Carn.; Pack; Herd; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>corellian butterfly drone</i>	Cor. Butterfly	insect (3)	scale. (4)		Carnivore
<i>corellian butterfly monarch</i>	Cor. Butterfly	insect (27)	scale. (27)		Carn.; Killer; Pack; Herd; Knockdown attack; Intimidation attack
<i>corellian butterfly warrior</i>	Cor. Butterfly	insect (12)	scale. (12)		Carn.; Pack; Herd; Aggro; Tameable (25%); Stun attack; Ranged attack (spit)
<i>corellian butterfly worker</i>	Cor. Butterfly	insect (8)	scale. (8)		Carn.; Pack; Herd; Tameable (25%); Intimidation attack
<i>cowardly gurreck</i>	Gurreck	carn. ()	wooly ()		Carn.; Pack; Tameable (25%)
<i>craggy bolma</i>	Bolma	wild (500)	leath. (550)	mamm. (500)	Herb.; Killer; Pack; Herd; Aggro; Tameable (15%)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>crazed dumi</i>	Corel.	10	28%	120-130	292	675-825	0	0	10	0	0	0	0	-1
<i>crazed gunk destroyer</i>	Lok	43	44%	385-480	4279	9.6k-11.8k	0	0	0	0	0	0	0	0
<i>crazed gurreck</i>	Endor	25	36%	270-280	2543	4.5k-5.5k	0	30	0	0	0	0	-1	-1
<i>crazed roba</i>	Talus	12	29%	140-150	609	1k-1.2k	0	0	0	0	0	0	0	-1
<i>crescent rasp</i>	Ron	7	26%	80-90	147	135-165	0	0	0	0	0	15	0	-1
<i>crimson blurr</i>	Endor	35	41%	320-350	3460	8.8k-10.8k	40	30	0	40	60	-1	-1	-1
<i>crimson razor cat</i>	Corel.	29	36%	305-320	3005	7.7k-9.4k	35	35	-1	-1	0	-1	-1	-1
<i>crystal snake</i>	Yavin4	25	36%	240-250	2543	7.2k-8.8k	20	20	0	0	-1	-1	60	-1
<i>cu pa</i>	Tatoo.	11	29%	120-130	356	1k-1.2k	0	0	0	0	0	0	0	-1
<i>cu pa (bio-engineered)</i>	Tatoo.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>cyborg bol</i>	Dant.	36	42%	325-360	3551	8.9k-10.9k	45	0	-1	0	0	-1	0	-1
<i>cyborg dune lizard</i>	Dant.	30	37%	270-280	3005	8.2k-10k	40	30	0	75	-1	-1	-1	-1
<i>cyborg huurton</i>	Dant.	32	40%	305-320	3188	8.6k-10.5k	30	45	0	-1	-1	-1	-1	-1
<i>cyborg slice hound</i>	Dant.	34	41%	315-340	3370	8.7k-10.7k	35	40	0	-1	-1	-1	-1	-1
<i>cyborg tusk cat</i>	Dant.	30	39%	290-300	3005	8.4k-10.2k	35	0	0	35	35	-1	-1	-1
<i>cyst-covered rat mite guard</i>	Corel.	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	15	-1
<i>dalyrake</i>	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>dalyrake (bio-engineered)</i>	Corel.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>dalyrake harvester</i>	Corel.	15	31%	160-170	831	2.4k-3k	10	10	0	-1	-1	-1	0	-1
<i>dalyrake matriarch</i>	Corel.	18	32%	170-180	1257	4.1k-5k	20	0	0	0	0	0	0	-1
<i>dappled gualama</i>	Naboo	14	30%	160-170	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>dashing vir vur</i>	Ron	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>deadly forest mite guardian</i>	Ron	16	31%	170-180	1102	2.9k-3.5k	0	15	0	-1	-1	-1	-1	-1
<i>deadly hooded rawl</i>	Naboo	12	29%	130-140	609	1.2k-1.4k	0	0	0	20	-1	0	0	0
<i>deadly tanc mite</i>	Yavin4	13	29%	80-90	609	1k-1.2k	0	0	0	0	0	0	0	-1
<i>deadly vesp</i>	Lok	93	90%	670-1050	8871	13k-16k	40	40	0	0	0	0	0	0
<i>death kreetle</i>	Tatoo.	9	27%	130-140	356	270-330	0	0	0	0	0	0	0	-1
<i>decay mite</i>	Talus	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>delirious merek avenger</i>	Endor	40	44%	345-400	3915	9.6k-11.8k	45	-1	0	0	0	0	0	-1
<i>demolishing snorbal titan</i>	Lok	40	47%	345-400	4006	9.3k-11.3k	45	30	0	0	-1	-1	0	-1
<i>deranged mantigru</i>	Endor	45	44%	370-450	4279	8.8k-10.8k	50	45	70	-1	70	70	70	70
<i>deranged ravisher</i>	Endor	35	39%	330-370	3460	8.1k-9.9k	40	40	0	-1	0	0	0	0
<i>deranged squall</i>	Ron	15	31%	170-180	714	2k-2.4k	10	0	0	-1	-1	-1	-1	-1
<i>deranged wrix</i>	Corel.	18	32%	180-190	1102	2.4k-3k	15	15	0	45	-1	0	-1	0
<i>desert eopie</i>	Tatoo.	16	31%	170-180	831	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>desert gurreck charger</i>	Endor	22	33%	210-220	2006	5k-6.1k	20	20	0	-1	0	-1	0	0
<i>desert razorback</i>	Tatoo.	24	35%	230-240	2443	6.8k-8.3k	0	0	0	0	-1	0	-1	-1
<i>desert scavenger</i>	Endor	37	41%	325-360	3642	8.7k-10.7k	0	50	0	75	-1	95	0	-1
<i>desert squill</i>	Tatoo.	20	33%	190-200	1609	5k-6.1k	0	0	0	0	0	0	0	-1
<i>desert vesp</i>	Lok	30	39%	290-300	3005	8.4k-10.2k	0	0	0	100	75	-1	-1	-1

CREATURES: crazed durni — desert vesp

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>crazed durni</i>	self	herb. (5)	wooly (3)	mamm. (2)	Carn.; Aggro; Tameable (25%); Posture down attack
<i>crazed gurr destroyer</i>	Gurr	herb. ()	leath. (275)	mamm. (300)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Knockdown attack; Intimidation attack
<i>crazed gurreck</i>	Gurreck	carn. ()	wooly ()		Carn.; Killer; Aggro; Tameable (25%); Dizzy attack; Stun attack
<i>crazed roba</i>	self	carn. (12)	leath. (18)	mamm. (12)	Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack
<i>crescent rasp</i>	Rasp	avian (10)		avian (2)	Herb.; Herd
<i>crimson blurr</i>	Blurr	carn. ()	leath. ()	avian ()	Carn.; Pack; Herd; Posture down attack; Knockdown attack; Ranged attack (spit)
<i>crimson razor cat</i>	Sand Panther	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Aggro; Tameable (25%); Dizzy attack; Stun attack
<i>crystal snake</i>	Crystal Snake	carn. (5)	scale. (2)		Carn.; Pack; Aggro; Tameable (25%); Poison attack (medium); Stun attack; Ranged attack (spit)
<i>cu pa</i>	Cu Pa	reptil. (215)	bristl. (100)	mamm. (115)	Herb.; Herd; Tameable (25%); Stun attack; Ranged attack (spit); Milk (w)
<i>cu pa (bio-engineered)</i>	Cu Pa				Herb.; Herd; Milk
<i>cyborg bol</i>	Warren Cyborg (")	wild (100)	leath. (100)	mamm. ()	Carn.; Killer; Aggro; Knockdown attack; Intimidation attack
<i>cyborg dune lizard</i>	Warren Cyborg (")	wild (70)	leath. (70)	mamm. ()	Carn.; Killer; Aggro; Stun attack; Intimidation attack
<i>cyborg huurton</i>	Warren Cyborg (")	wild (70)	leath. (70)	mamm. ()	Carn.; Killer; Aggro; Stun attack; Intimidation attack
<i>cyborg slice hound</i>	Warren Cyborg (")	wild (70)	leath. (70)	mamm. ()	Carn.; Killer; Aggro; Stun attack; Intimidation attack
<i>cyborg tusk cat</i>	Warren Cyborg (")	wild (70)	leath. (70)	mamm. ()	Carn.; Killer; Aggro; Stun attack; Intimidation attack
<i>cyst-covered rat mite guard</i>	Decay Mite	insect (9)			Carn.; Pack; Herd; Aggro; Tameable (25%); Disease attack (medium); Stun attack
<i>dalyrake</i>	Dalyrake	insect (25)	scale. (45)		Carn.; Pack; Tameable (25%); Intimidation attack
<i>dalyrake (bio-engineered)</i>	Dalyrake				Carn.; Pack
<i>dalyrake harvester</i>	Dalyrake	insect (25)	scale. (45)		Carn.; Pack; Tameable (25%); Intimidation attack
<i>dalyrake motriarch</i>	Dalyrake	insect (35)	scale. (60)		Carn.; Pack; Poison attack (mild); Posture down attack; Ranged attack (spit)
<i>dappled gualama</i>	Gualama	herb. (200)	wooly (150)	mamm. (90)	Herb.; Pack; Tameable (25%); Stun attack; Milk (w)
<i>dashing vir vur</i>	Vir Vur	avian (10)	wooly ()	mamm. (2)	Herb.; Pack; Herd; Tameable (25%); Posture down attack
<i>deadly forest mite guardian</i>	Bark Mite	insect (12)			Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Stun attack; Blind attack; Ranged attack (spit)
<i>deadly hooded rawl</i>	Fanned Rawl	reptil. (25)	scale. (15)	mamm. (7)	Carn.; Killer; Pack; Aggro; Tameable (5%); Posture down attack; Poison attack (mild)
<i>deadly tanc mite</i>	Tancmite	insect (4)			Herb.; Pack; Herd; Aggro; Tameable (5%); Intimidation attack
<i>deadly vesp</i>	Vesp	reptil. (15)	leath. (6)		Carn.; Killer; Stalker; Pack; Aggro; Poison attack (strong); Stun attack
<i>death kreetle</i>	Uber Kreetle	insect (3)	scale. (4)		Carn.; Killer; Pack; Herd; Aggro; Stun attack
<i>decay mite</i>	Decay Mite	insect (4)	scale. (3)		Carn.; Pack; Herd; Tameable (25%); Posture down attack
<i>delirious merek avenger</i>	Merek	wild ()	leath. (45)		Carn.; Stalker; Pack; Aggro; Tameable (25%); Intimidation attack; Stun attack; Ranged attack (spit)
<i>demolishing snorbal titan</i>	Snorbal	herb. (570)	leath. (455)	mamm. (420)	Herb.; Killer; Pack; Herd; Aggro; Tameable (5%); Intimidation attack; Knockdown attack
<i>deranged montigrue</i>	Montigrue	carn. ()	wooly ()		Carn.; Aggro; Blind attack; Stun attack
<i>deranged ravisher</i>	Endor Squill	carn. ()			Carn.; Pack; Herd; Aggro; Tameable (5%); Knockdown attack; Disease attack (medium)
<i>deranged squall</i>	self	herb. (10)	bristl. (15)	mamm. (10)	Carn.; Aggro; Tameable (25%); Stun attack
<i>deranged wrix</i>	self	carn. (55)	bristl. (35)	mamm. (25)	Carn.; Aggro; Stun attack; Intimidation attack
<i>desert eopie</i>	self	herb. (300)	leath. (225)	mamm. (125)	Herb.; Tameable (25%); Posture down attack; Milk (w)
<i>desert gurreck charger</i>	Gurreck	carn. ()	wooly ()		Carn.; Pack; Aggro; Tameable (25%); Blind attack
<i>desert razorback</i>	Zucca Boar	herb. (65)	leath. (40)	mamm. (25)	Herb.; Pack; Tameable (25%); Stun attack
<i>desert scavenger</i>	Borgle	carn. ()	leath. (5)	avian (5)	Herb.; Pack; Aggro; Intimidation attack; Blind attack
<i>desert squill</i>	self	carn. (4)	leath. (4)	mamm. (3)	Carn.; Pack; Aggro; Tameable (25%); Stun attack
<i>desert vesp</i>	Vesp	reptil. (15)	leath. (6)		Carn.; Pack; Aggro; Tameable (25%); Poison attack (strong); Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>devil gulginaw</i>	Corel.	18	31%	170-180	1426	2.9k-3.5k	15	15	15	-1	0	0	-1	-1
<i>dewback</i>	Tatoo.	19	32%	170-180	1426	4.1k-5k	20	0	10	0	-1	-1	-1	-1
<i>dewback (bio-engineered)</i>	Tatoo.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>diminutive bounding jax</i>	Endor	7	27%	80-90	187	68-83	10	10	-1	0	0	0	0	-1
<i>Dim-U bantha</i>	Tatoo.	15	30%	150-160	831	2k-2.4k	0	5	0	20	0	0	0	-1
<i>dine lizard</i>	Dant.	19	32%	170-180	1609	4.1k-5k	0	20	0	45	-1	-1	-1	-1
<i>dire cat</i>	Corel.	14	30%	160-170	831	1k-1.2k	15	15	0	0	0	0	0	-1
<i>diseased blurr</i>	Endor	37	41%	320-350	3551	8.8k-10.8k	40	40	-1	50	50	0	50	-1
<i>diseased bocatt</i>	Tatoo.	8	27%	70-75	235	405-495	0	0	0	0	0	0	10	-1
<i>diseased nuna</i>	Naboo	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>diseased vrelt</i>	Corel.	8	27%	70-75	187	405-495	0	0	0	0	0	0	10	-1
<i>diseased vrelt matriarch</i>	Corel.	11	28%	90-110	514	810-990	5	5	0	0	15	0	15	-1
<i>disturbed bolma</i>	Dath.	24	35%	270-280	2443	5.4k-6.6k	0	30	0	-1	-1	-1	-1	-1
<i>docile kahmurra</i>	Talus	10	28%	80-90	292	1k-1.2k	0	0	10	0	0	0	0	-1
<i>domestic bageraset</i>	Corel.	8	27%	55-65	187	675-825	0	0	0	0	0	0	0	-1
<i>domestic bearded jax</i>	Rori	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>domestic bol mount</i>	Dant.	30	39%	260-270	3005	8.6k-10.6k	35	0	-1	0	0	-1	0	-1
<i>domestic eopie</i>	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>domestic humboba</i>	Corel.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>domestic krahbu</i>	Corel.	7	26%	50-55	147	405-495	0	0	0	0	0	0	0	-1
<i>domestic tusk cat</i>	Naboo	18	32%	170-180	1257	5k-6.1k	0	0	0	0	0	0	0	-1
<i>domesticated blurr</i>	Endor	20	33%	190-200	1609	5k-6.1k	0	0	0	0	0	0	0	0
<i>domesticated brackaset</i>	Dath.	23	35%	170-180	2006	7.7k-9.4k	15	15	0	0	-1	0	0	-1
<i>domesticated gumaset</i>	Lok	13	30%	130-140	514	2k-2.4k	10	10	0	0	0	0	0	-1
<i>domesticated merek</i>	Endor	49	50%	395-500	4734	10k-12k	60	-1	0	80	40	0	40	0
<i>domesticated mott</i>	Naboo	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>domesticated snorbal</i>	Lok	31	39%	260-270	3005	8.6k-10.6k	40	40	0	-1	-1	-1	-1	0
<i>dragonet</i>	Tatoo.	29	37%	260-270	2914	8.2k-10k	25	40	0	0	0	-1	0	-1
<i>dreaded vir vur</i>	Rori	38	44%	370-450	3824	8.4k-10.2k	40	0	-1	-1	0	0	0	0
<i>drooling nuna</i>	Tatoo.	6	25%	80-90	147	135-165	0	0	0	0	0	0	0	-1
<i>dune bantha</i>	Tatoo.	17	32%	160-170	960	3.5k-4.3k	0	0	0	40	-1	-1	-1	-1
<i>dune beetle</i>	Tatoo.	13	29%	120-130	714	1.2k-1.4k	15	15	0	0	0	0	0	-1
<i>dune kimogila</i>	Lok	123	400%	785-1280	11671	53k-65k	40	65	0	100	-1	0	100	-1
<i>dune lizard</i>	Tatoo.	18	32%	170-180	1257	4.1k-5k	0	15	0	45	-1	-1	-1	-1
<i>dune lizard (bio-engineered)</i>	Tatoo.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>dung mite</i>	Talus	13	30%	150-160	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>dung mite worker</i>	Corel.	15	31%	170-180	831	2.4k-3k	0	10	-1	0	-1	-1	0	-1
<i>dumi</i>	Corel.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>durni (bio-engineered)</i>	Corel.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>dusk vir vur</i>	Rori	15	31%	160-170	831	2.4k-3k	0	0	0	0	-1	0	0	-1
<i>dwarf bantha</i>	Tatoo.	11	29%	90-110	356	1.2k-1.4k	0	0	0	15	0	0	0	-1
<i>dwarf eopie</i>	Tatoo.	3	23%	35-45	62	90-110	0	0	0	0	0	0	0	-1
<i>dwarf gronda</i>	Corel.	13	29%	130-140	514	1.2k-1.4k	20	20	0	0	0	0	0	-1
<i>dwarf nuna</i>	Tatoo.	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>elder gronda</i>	Corel.	33	39%	290-300	3370	8.4k-10.2k	60	0	80	0	0	0	-1	25

CREATURES: devil gulginaw— elder gronda

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>devil gulginaw</i>	Gulginaw	avian (70)		avian (35)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Dizzy attack; Ranged attack (spit)
<i>dewback</i>	Dewback	reptil. (350)	leath. (275)	mamm. (200)	Herb.; Pack; Tameable (25%); Stun attack
<i>dewback (bio-engineered)</i>	Dewback				Herb.; Pack
<i>diminutive bounding jax</i>	Jax	herb. ()	bristl. (35)	mamm. (25)	Carn.; Pack; Aggro; Tameable (5%)
<i>Dim-U bantha</i>	Dim-U	herb. (450)	wooly (325)	mamm. (250)	Herb.; Pack; Herd; Dizzy attack; Milk (w)
<i>dine lizard</i>	Dune Lizard	carn. (85)	bristl. (50)	mamm. (35)	Carn.; Killer; Pack; Herd; Can't be harmed; Dizzy attack
<i>dire cat</i>	Dire Cat	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Stun attack
<i>diseased blurr</i>	self	carn. ()	leath. ()		Carn.; Aggro; Disease attack (medium); Area attack (bleeds)
<i>diseased bocatt</i>	Bocatt	wild (6)	leath. (5)	mamm. (4)	Carn.; Stalker; Pack; Aggro; Intimidation attack; Disease attack (mild)
<i>diseased nuna</i>	self	avian (3)	leath. (4)	avian (2)	Herb.; Disease attack (mild)
<i>diseased vrelt</i>	Vrelt	wild (4)	leath. (3)	mamm. (2)	Carn.; Aggro; Tameable (25%); Disease attack (mild)
<i>diseased vrelt matriorch</i>	Vrelt	carn. (10)	bristl. (10)	mamm. (10)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Disease attack (mild); Posture down attack; Ranged attack (spit)
<i>disturbed bolma</i>	self	wild ()	leath. (160)	mamm. (150)	Herb.; Pack; Herd; Aggro; Posture down attack; Knockdown attack
<i>docile kahmurra</i>	self	herb. (45)	bristl. (27)	mamm. (32)	Herb.; Milk
<i>domestic bageraset</i>	self	herb. (240)	leath. (145)	mamm. (104)	Herb.; Stun attack; Milk
<i>domestic bearded jax</i>	Narmle	domest. (11)	bristl. (16)	mamm. (11)	Herb.; Stalker; Herd
<i>domestic bol mount</i>	self	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Blind attack; Dizzy attack
<i>domestic eopie</i>	Eopie	domest. (335)	leath. (260)	mamm. (190)	Herb.; Herd; Milk
<i>domestic humbaba</i>	self	domest. (215)	leath. (115)	mamm. (65)	Herb.; Herd; Posture down attack; Milk
<i>domestic krahbu</i>	self	herb. (230)	bristl. (160)	mamm. (145)	Herb.; Herd; Milk
<i>domestic tusk cat</i>	Naboo (")	carn. (75)	bristl. (45)	mamm. (40)	Carn.; Pack; Blind attack
<i>domesticated blurr</i>	self	carn. ()	leath. ()		Carn.; Pack; Herd
<i>domesticated brackaset</i>	self	wild (100)	leath. (90)	mamm. (80)	Herb.; Intimidation attack; Milk
<i>domesticated gurnaset</i>	self	herb. (352)	leath. (279)	mamm. (304)	Herb.; Herd; Intimidation attack; Ranged attack (spit); Milk
<i>domesticated merek</i>	self	wild ()	leath. (45)		Carn.; Pack; Posture down attack; Stun attack; Ranged attack (spit)
<i>domesticated mott</i>	Naboo	domest. (95)	leath. (65)	mamm. (30)	Herb.; Herd
<i>domesticated snorbal</i>	Domestic Snor.	herb. (545)	leath. (440)	mamm. (400)	Herb.; Herd; Dizzy attack; Stun attack; Milk
<i>dragonet</i>	Dragonet	carn. (125)	bristl. (75)	mamm. (68)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack; Ranged attack (spit)
<i>dreaded vir vur</i>	Vir Vur	avian (25)	wooly ()	mamm. (16)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (20%); Intimidation attack
<i>drooling nuna</i>	Dwarf Nuna	avian (2)	leath. (3)	avian (1)	Herb.; Pack; Herd; Aggro; Tameable (5%)
<i>dune bantha</i>	Dune Bantha	herb. (375)	wooly (275)	mamm. (175)	Herb.; Herd; Tameable (25%); Stun attack; Milk (w)
<i>dune beetle</i>	Gt. Sand Beet.	insect (6)	scale. (8)		Herb.; Killer; Pack; Aggro; Tameable (25%); Ranged attack (spit)
<i>dune kimogila</i>	Kimogila	carn. (1450)	leath. (1350)		Carn.; Killer; Pack; Aggro; Intimidation attack; Area attack (combo)
<i>dune lizard</i>	Dune Lizard	carn. (85)	bristl. (50)	mamm. (35)	Carn.; Killer; Stalker; Herd; Aggro; Tameable (25%); Dizzy attack; Ranged attack (spit)
<i>dune lizard (bio-engineered)</i>	Dune Lizard				Carn.; Killer; Stalker; Herd; Aggro
<i>dung mite</i>	Decay Mite	insect (9)	scale. (6)		Carn.; Pack; Herd; Tameable (25%); Intimidation attack
<i>dung mite worker</i>	Decay Mite	insect (11)			Carn.; Pack; Herd; Aggro; Tameable (25%); Stun attack; Disease attack (medium); Ranged attack (spit)
<i>durni</i>	Durni	herb. (5)	wooly (3)	mamm. (2)	Herb.; Tameable (25%)
<i>durni (bio-engineered)</i>	Durni				Herbivore
<i>dusk vir vur</i>	Vir Vur	avian (10)	wooly ()	mamm. (2)	Carn.; Stalker; Pack; Tameable (25%); Intimidation attack
<i>dwarf bantha</i>	Bantha	herb. (300)	wooly (200)	mamm. (100)	Herb.; Herd; Stun attack; Milk
<i>dwarf eopie</i>	Eopie	herb. (230)	leath. (180)	mamm. (110)	Herb.; Pack; Milk (w)
<i>dwarf gronda</i>	Gronda	carn. (280)	leath. (170)	mamm. (90)	Carn.; Herd; Stun attack
<i>dwarf nuna</i>	Dwarf Nuna	avian (2)	leath. (3)	avian (1)	Herb.; Herd; Tameable (25%)
<i>elder gronda</i>	Gronda	carn. (360)	leath. (270)	mamm. (180)	Carn.; Killer; Pack; Herd; Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>elder gualama</i>	Naboo	18	32%	170-180	1102	4.1k-5k	0	0	0	0	0	0	0	0
<i>elder hanadak matriarch</i>	Endor	35	41%	320-350	3551	8.8k-10.8k	0	0	-1	80	80	80	-1	-1
<i>elder mamien</i>	Yavin4	20	33%	180-190	1609	4.5k-5.5k	0	20	0	0	0	0	0	-1
<i>elder pugariss</i>	Rori	17	31%	170-180	1102	2.9k-3.5k	15	15	0	-1	35	-1	-1	-1
<i>elder pulverizer</i>	Naboo	30	35%	315-340	3005	8.3k-10.1k	25	25	0	0	15	-1	15	-1
<i>elder snorbal female</i>	Lok	34	41%	320-350	3370	8.8k-10.8k	0	0	0	-1	0	0	0	0
<i>elder snorbal male</i>	Lok	37	42%	330-370	3642	9k-11k	45	40	0	-1	-1	-1	-1	0
<i>elder squall</i>	Endor	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>enhanced gaping spider</i>	Yavin4	108	250%	715-1140	10267	32k-39k	50	0	-1	95	-1	0	0	0
<i>enhanced kliknik</i>	Yavin4	94	95%	610-930	8964	22k-27k	35	35	0	95	-1	0	0	0
<i>enhanced kliknik</i>	Yavin4	109	220%	675-1060	10360	34k-42k	40	40	0	95	-1	0	0	0
<i>enhanced kwi</i>	Yavin4	106	175%	690-1090	10081	27k-33k	40	40	0	40	0	0	0	0
<i>enraged bull rancor</i>	Dath.	89	85%	570-850	8500	13k-16k	0	70	0	100	100	100	0	0
<i>enraged defender</i>	Dant.	49	47%	385-480	4734	9.9k-12.1k	40	40	20	0	0	0	0	0
<i>enraged dune kimogila</i>	Lok	148	625%	940-1590	14030	62k-75k	80	90	80	100	80	80	100	80
<i>enraged kimogila</i>	Lok	135	475%	920-1550	12801	50k-61k	45	70	45	70	45	40	100	45
<i>enraged rancor</i>	Dath.	80	75%	570-850	7668	12k-15k	0	60	0	100	100	100	0	0
<i>enraged reptilian flier</i>	Dath.	27	35%	250-260	2730	5.9k-7.2k	25	30	-1	50	50	-1	50	-1
<i>enraged tabage mother</i>	Corel.	17	31%	170-180	1257	2.9k-3.5k	0	15	0	0	0	-1	-1	-1
<i>enraged tybis</i>	Yavin4	26	36%	260-270	2637	7.2k-8.8k	0	0	0	0	0	0	0	-1
<i>enraged wood mite king</i>	Rori	20	33%	200-210	1803	4.1k-5k	15	25	-1	0	-1	-1	-1	-1
<i>eapie</i>	Tatoo.	7	26%	45-50	147	405-495	0	0	0	10	10	0	0	-1
<i>eapie (bio-engineered)</i>	Tatoo.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>eapie herdmaster</i>	Tatoo.	9	27%	55-65	292	810-990	0	0	0	10	10	0	0	-1
<i>erratic swirl prong</i>	Endor	27	36%	240-250	2730	7.2k-8.8k	25	35	0	50	50	-1	-1	-1
<i>falumpaset</i>	Naboo	19	32%	170-180	1257	4.1k-5k	15	0	25	-1	-1	-1	25	-1
<i>falumpaset (bio-engineered)</i>	Naboo	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>fambaa</i>	Naboo	34	41%	315-340	3370	8.7k-10.7k	0	0	0	0	60	60	-1	-1
<i>fambaa (bio-engineered)</i>	Naboo	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>famished sludge panther</i>	Talus	20	33%	200-210	1609	3.5k-4.3k	0	20	0	-1	-1	-1	0	-1
<i>fanned rawl</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>feared fynock youth</i>	Talus	7	25%	80-90	147	270-330	0	0	0	0	0	0	0	-1
<i>fearful fynack youth</i>	Talus	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>feeble kima</i>	Talus	11	29%	120-130	356	1k-1.2k	0	0	0	0	0	0	0	-1
<i>female dire cat</i>	Corel.	10	28%	120-130	430	675-825	0	0	15	0	0	0	0	-1
<i>female forest slice haund</i>	Corel.	10	28%	130-140	356	675-825	0	0	0	0	0	0	0	-1
<i>female grassland slice haund</i>	Corel.	13	29%	120-130	609	1.5k-1.9k	0	10	0	0	0	0	0	-1
<i>female kai tak</i>	Rori	13	29%	130-140	609	1.2k-1.4k	0	15	0	0	0	0	0	-1
<i>female Kwi</i>	Dath.	11	28%	120-130	430	405-495	15	15	0	0	0	0	0	-1
<i>female langlatch</i>	Lok	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>female malkloc plainswalker</i>	Dath.	81	65%	570-850	7761	16k-19k	100	50	0	-1	-1	0	0	100
<i>female mamien</i>	Yavin4	18	31%	170-180	1257	2.9k-3.5k	20	25	0	0	-1	0	-1	-1
<i>female mawgax</i>	Yavin4	23	35%	240-250	2219	5.9k-7.2k	15	15	0	-1	0	0	-1	-1
<i>female mountain squill</i>	Tatoo.	34	40%	305-320	3370	8.6k-10.5k	30	45	0	-1	0	0	0	-1
<i>female narglatch</i>	Naboo	23	35%	210-220	2443	5.9k-7.2k	25	0	0	0	-1	-1	0	-1

CREATURES: elder gualama — female narglatch

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>elder gualama</i>	Gualama	wild (200)	wooly (150)	mamm. (90)	Herb.; Stun attack
<i>elder hanadak matriarch</i>	Hanadak	carn. (35)	bristl. (35)	mamm. (35)	Carn.; Killer; Pack; Herd; Aggro; Posture down attack; Intimidation attack
<i>elder mamien</i>	Marnien	wild (18)	wooly (18)	mamm. (18)	Carn.; Pack; Herd; Aggro; Knockdown attack; Dizzy attack
<i>elder pugoriss</i>	Pugoriss	carn. (35)	leath. (40)	mamm. (45)	Herb.; Pack; Herd; Blind attack
<i>elder pulverizer</i>	Bolle Bol	herb. (450)	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Aggro; Tameable (5%); Dizzy attack; Knockdown attack
<i>elder snorbal female</i>	Snorbal	herb. (570)	leath. (455)	mamm. (420)	Herb.; Pack; Herd; Dizzy attack; Stun attack; Milk (w)
<i>elder snorbal male</i>	Snorbalmale	herb. (570)	leath. (455)	mamm. (420)	Herb.; Pack; Herd; Posture down attack; Stun attack
<i>elder squall</i>	Squall	herb. ()	bristl. (12)	mamm. (8)	Herb.; Pack; Herd
<i>enhanced gaping spider</i>	Geon. Monster	insect (50)			Carn.; Killer; Pack; Aggro; Poison attack (strong); Stun attack; Ranged attack (flame)
<i>enhanced kliknik</i>	Geon. Monster	carn. (45)	scale. (40)		Carn.; Killer; Pack; Aggro; Stun attack; Area attack; Ranged attack (flame)
<i>enhanced kliknik</i>	Geon. Monster	carn. (45)	scale. (40)		Carn.; Killer; Pack; Aggro; Stun attack; Area attack; Ranged attack (flame)
<i>enhanced kwi</i>	Geon. Monster	herb. (100)	leath. (85)	mamm. (75)	Herb.; Killer; Pack; Aggro; Stun attack; Intimidation attack
<i>enraged bull rancor</i>	Rancor	carn. (880)	leath. (750)	mamm. (670)	Carn.; Killer; Pack; Aggro; Knockdown attack; Area attack (knockdown)
<i>enraged defender</i>	Piket	herb. ()	scale. ()		Herb.; Pack; Aggro; Tameable (5%); Posture down attack; Blind attack
<i>enraged dune kimogila</i>	Kimogila	carn. (1600)	leath. (1450)		Carn.; Killer; Pack; Aggro; Area attack; Blind attack
<i>enraged kimogila</i>	Kimogila	carn. (1500)	leath. (1400)		Carn.; Killer; Pack; Aggro; Knockdown attack; Dizzy attack
<i>enraged rancor</i>	Rancor	carn. (950)	leath. (878)	mamm. (778)	Carn.; Killer; Pack; Aggro; Knockdown attack; Area attack
<i>enraged reptilian flier</i>	Reptilian Flier	avian (135)	leath. (90)	avian (85)	Carn.; Pack; Aggro; Tameable (25%); Dizzy attack; Blind attack
<i>enraged tabage mother</i>	Tabage	carn. (16)	bristl. (16)	mamm. (16)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Stun attack
<i>enraged tybis</i>	Tybis	herb. (220)	bristl. (160)	mamm. (105)	Herb.; Pack; Herd
<i>enraged wood mite king</i>	Bark Mite	insect (15)			Carn.; Killer; Pack; Herd; Aggro; Knockdown attack; Posture down attack; Ranged attack (spit)
<i>eopie</i>	Eopie	herb. (315)	leath. (250)	mamm. (150)	Herb.; Herd; Tameable (25%); Milk (w)
<i>eopie (bio-engineered)</i>	Eopie				Herb.; Herd; Milk
<i>eopie herdmaster</i>	Eopie	herb. (315)	leath. (250)	mamm. (150)	Herb.; Pack; Herd; Aggro; Tameable (5%)
<i>erratic swirl prong</i>	Swirl Prong	herb. ()	leath. ()	mamm. ()	Herb.; Pack; Herd; Posture down attack; Intimidation attack
<i>falumpaset</i>	Falumpaset	herb. (230)	leath. (130)	mamm. (80)	Herb.; Herd; Tameable (25%); Posture down attack; Milk (w)
<i>falumpaset (bio-engineered)</i>	Falumpaset				Herb.; Herd; Milk
<i>fambaa</i>	Fambaa	reptil. (1250)	leath. (750)	mamm. (675)	Herb.; Pack; Herd; Tameable (20%); Dizzy attack; Posture down attack; Milk (w)
<i>fambaa (bio-engineered)</i>	Fambaa				Herb.; Pack; Herd; Milk
<i>famished sludge panther</i>	Sludge Panth.	carn. (40)	leath. (35)	mamm. (35)	Carn.; Pack; Aggro; Tameable (25%); Stun attack
<i>fanned rawl</i>	Fanned Rawl	reptil. (25)	scale. (15)	mamm. (7)	Carn.; Pack; Tameable (25%); Posture down attack; Poison attack (mild)
<i>fearful fynock youth</i>	Fynock	avian (3)		avian (3)	Carn.; Herd
<i>fearful fynock youth</i>	Fynock	avian (1)		avian (1)	Carn.; Herd
<i>feeble kima</i>	Kima	herb. (5)	bristl. (7)	mamm. (5)	Carn.; Herd; Stun attack
<i>female dire cat</i>	Dire Cat	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Intimidation attack
<i>female forest slice hound</i>	For. Slice Hd.	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Tameable (25%); Posture down attack
<i>female grassland slice hound</i>	Grass. Slice Hd.	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Aggro; Tameable (25%); Stun attack
<i>female kai tok</i>	Kai Tok	carn. (25)	leath. (41)	avian (46)	Carn.; Pack; Tameable (25%); Stun attack; Ranged attack (spit)
<i>female kwi</i>	Kwi	herb. (100)	leath. (86)	mamm. (76)	Herb.; Pack; Herd; Intimidation attack; Ranged attack (spit)
<i>female langlatch</i>	Langlatch	carn. (11)	wooly (10)	mamm. (10)	Carn.; Pack; Aggro; Tameable (25%); Blind attack; Stun attack
<i>female malkloc plainswalker</i>	Malkloc PW	herb. (2000)	leath. (1800)	mamm. (1350)	Herb.; Killer; Pack; Herd; Stun attack; Area attack (knockdown)
<i>female mamien</i>	Marnien	wild (45)	wooly (20)	mamm. (20)	Herb.; Pack; Stun attack
<i>female mawgax</i>	Mawgax	domest. (115)	leath. (72)	avian (52)	Herb.; Pack; Herd; Stun attack
<i>female mountain squill</i>	Mtn. Squill	carn. (4)	leath. (3)	mamm. (2)	Carn.; Pack; Aggro; Blind attack; Stun attack
<i>female narglatch</i>	Narglatch	carn. (65)	bristl. (35)	mamm. (35)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Intimidation attack; Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>female plains tusk cat</i>	Naboo	16	31%	160-170	1102	3.5k-4.3k	0	0	0	30	30	-1	-1	-1
<i>female razor cat</i>	Corel.	22	35%	230-240	2219	5k-6.1k	0	0	0	60	0	-1	-1	-1
<i>female roba</i>	Talus	16	31%	170-180	960	2.9k-3.5k	0	0	0	40	-1	-1	-1	-1
<i>female slice hound</i>	Corel.	8	27%	80-90	235	270-330	0	0	0	0	0	0	0	-1
<i>female snorbal calf</i>	Lok	19	33%	180-190	1257	4.5k-5.5k	20	0	-1	0	0	0	-1	-1
<i>female squall</i>	Rori	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>female swamp tusk cat</i>	Naboo	16	31%	160-170	1102	3.5k-4.3k	0	0	0	-1	30	-1	35	-1
<i>female tybis</i>	Yavin4	22	35%	210-220	2006	5.9k-7.2k	0	0	0	0	0	0	0	0
<i>feral bantha</i>	Tatoo.	15	31%	170-180	960	1.2k-1.4k	0	10	0	30	-1	-1	-1	-1
<i>feral forest mite king</i>	Rori	27	35%	230-240	2822	6.8k-8.3k	0	40	-1	50	-1	50	50	-1
<i>feral gurl</i>	Lok	34	41%	345-400	3370	8.4k-10.2k	35	0	0	0	40	-1	-1	-1
<i>feral mutant gackle stalker</i>	Yavin4	15	31%	160-170	831	2.4k-3k	15	15	0	-1	-1	-1	-1	-1
<i>feral orphan</i>	Corel.	16	30%	160-170	960	1.2k-1.4k	20	20	0	10	10	0	0	0
<i>ferine razorfang</i>	Talus	21	32%	210-220	2006	3.5k-4.3k	20	20	0	0	0	0	0	0
<i>ferocious kusak</i>	Lok	21	33%	210-220	2006	4.1k-5k	30	0	0	-1	0	0	-1	-1
<i>festerling dung mite queen</i>	Talus	18	32%	160-170	1426	4.5k-5.5k	15	5	0	-1	-1	-1	0	-1
<i>festerling squill</i>	Endor	31	38%	305-320	3097	6.3k-7.7k	40	40	0	-1	0	0	50	-1
<i>fierce borgle</i>	Endor	32	37%	310-330	3279	6.3k-7.7k	40	30	30	-1	75	75	100	-1
<i>fierce huurton</i>	Dant.	22	34%	220-230	2006	5.4k-6.6k	20	20	0	0	-1	0	-1	-1
<i>fierce piket protector</i>	Dant.	45	45%	355-420	4461	9.8k-12k	50	55	-1	0	-1	0	0	0
<i>flesh eating chuba</i>	Naboo	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>flewit</i>	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>flewit leviathan</i>	Naboo	9	28%	90-110	292	405-495	0	0	0	-1	0	-1	0	-1
<i>flit</i>	Lok	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>flit bloodsucker</i>	Lok	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>flit harasser</i>	Lok	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>flit youth</i>	Lok	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>flite rasp</i>	Talus	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>flite rasp</i>	Talus	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>foaming vynack</i>	Talus	14	30%	170-180	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>forest mite</i>	Rori	14	30%	160-170	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>forest murra</i>	Corel.	12	29%	120-130	430	1.2k-1.4k	0	0	10	0	0	0	0	-1
<i>forest slice hound</i>	Corel.	16	30%	160-170	960	2.4k-3k	15	0	0	0	0	0	0	-1
<i>foul desecrator</i>	Dath.	60	55%	470-650	5830	11k-14k	25	0	0	0	0	0	20	20
<i>frail squall</i>	Rori	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>frenzied choku</i>	Yavin4	21	33%	230-240	1803	5k-6.1k	0	0	0	0	0	0	0	-1
<i>frenzied fynock guardian</i>	Talus	12	29%	150-160	514	810-990	0	0	10	0	0	0	0	-1
<i>frenzied graul</i>	Dant.	56	50%	445-600	5464	9.5k-11.7k	65	35	90	90	90	-1	0	0
<i>frenzied kahmurra</i>	Talus	33	40%	310-330	3370	8.6k-10.6k	30	30	0	-1	0	0	-1	-1
<i>frightened borgle</i>	Rori	8	27%	80-90	187	405-495	0	0	0	0	0	0	0	-1
<i>frightened young flewit</i>	Naboo	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>furious devastator</i>	Naboo	38	40%	375-460	3824	8.6k-10.6k	25	45	-1	-1	60	60	-1	0
<i>furious ronto</i>	Tatoo.	27	37%	250-260	2730	8.2k-10k	15	25	-1	50	40	-1	0	-1

CREATURES: female plains tusk cat — furious ronto

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
female plains tusk cat	Tusk Cat	carn. (70)	bristl. (40)	mamm. (35)	Carn.; Killer; Stalker; Pack; Tameable (25%); Stun attack
female razor cat	Sand Panther	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Dizzy attack; Blind attack
female roba	Roba	carn. (10)	leath. (15)	mamm. (10)	Carn.; Pack; Herd; Tameable (25%); Dizzy attack
female slice hound	Slice Hound	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Tameable (25%); Intimidation attack
female snorbal calf	Snorbal	herb. (500)	leath. (400)	mamm. (350)	Herb.; Herd; Stun attack; Milk (w)
female squall	Squall	herb. (8)	bristl. (12)	mamm. (8)	Herb.; Pack; Herd; Tameable (25%)
female swamp tusk cat	Swamp Tusk C.	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Stun attack
female tybis	Tybis	herb. (220)	bristl. (160)	mamm. (105)	Herb.; Pack; Herd; Milk (w)
feral bantha	Bantha	herb. (415)	wooly (305)	mamm. (215)	Herb.; Killer; Pack; Herd; Aggro; Tameable (25%); Dizzy attack
feral forest mite king	Bark Mite	insect (20)			Carn.; Killer; Pack; Herd; Aggro; Blind attack; Dizzy attack; Ranged attack (spit)
feral gurlk	self	herb. (350)	leath. (275)	mamm. (300)	Herb.; Stalker; Pack; Aggro; Dizzy attack; Stun attack
feral mutant gackle stalker	Gacklebat	avian (9)	leath. (9)	avian (9)	Carn.; Stalker; Pack; Herd; Aggro; Stun attack; Disease attack (mild)
feral orphan	Dire Cat	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Aggro; Tameable (5%); Stun attack
ferine razorfang	Kima	herb. (7)	bristl. (8)	mamm. (7)	Carn.; Killer; Pack; Aggro; Tameable (5%); Blind attack; Intimidation attack
ferocious kusak	Kusak	carn. (21)	bristl. (10)	mamm. (11)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Posture down attack
festerling dung mite queen	Decay Mite	insect (13)			Carn.; Killer; Pack; Herd; Aggro; Dizzy attack; Disease attack (mild)
festerling squill	Endor Squill	carn. ()			Carn.; Pack; Herd; Tameable (25%); Blind attack; Disease attack (medium)
fierce borgle	Borgle	carn. ()	leath. (5)	avian (5)	Herb.; Killer; Pack; Aggro; Blind attack
fierce huurton	Warren Huurton (")		wooly ()	mamm. (25)	Carn.; Killer; Aggro; Stun attack; Wild Milk (25)
fierce piket protector	Piket	herb. ()	scale. ()		Herb.; Killer; Pack; Aggro; Dizzy attack; Blind attack
flesh eating chuba	self	carn. (4)	leath. (3)		Carn.; Tameable (25%)
flewtt	Flewtt	insect (3)	scale. (5)	avian (3)	Carn.; Herd; Tameable (25%)
flewtt leviathan	Flewtt	insect (3)	scale. (5)	avian (3)	Carn.; Pack; Herd; Aggro; Tameable (5%); Dizzy attack
flit	Flit	avian (9)		avian (10)	Carn.; Pack; Aggro; Tameable (25%); Stun attack
flit bloodsucker	Flit	avian (9)		avian (10)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
flit harasser	Flit	avian (9)		avian (10)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
flit youth	Flit	avian (5)		avian (5)	Carn.; Pack; Aggro
flite rasp	Rasp	avian (11)		avian (3)	Herb.; Pack; Herd
flite rasp	Rasp	avian (19)		avian (9)	Herb.; Pack; Herd
foaming vynock	self	herb. (50)	leath. (70)	mamm. (20)	Herb.; Killer; Aggro; Intimidation attack; Disease attack (mild)
forest mite	Bark Mite	insect (5)	scale. (4)		Carn.; Pack; Tameable (25%); Stun attack; Ranged attack (spit)
forest murra	self	herb. (75)	bristl. (35)	mamm. (30)	Herb.; Herd; Tameable (25%); Intimidation attack; Milk (w)
forest slice hound	For. Slice Hd.	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Tameable (25%); Posture down attack
foul desecrator	Kamurith	carn. (90)	leath. (65)	avian (50)	Carn.; Killer; Pack; Aggro; Tameable (5%); Disease attack (strong); Area attack (disease)
frail squall	Squall	herb. (4)	bristl. (3)	mamm. (3)	Herb.; Tameable (25%)
frenzied choku	Choku	avian (10)		avian (8)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Disease attack (medium); Stun attack
frenzied fynock guardian	Fynock	avian (8)		avian (8)	Carn.; Pack; Herd; Aggro; Tameable (25%); Posture down attack
frenzied graul	Graul	carn. (1025)	leath. (950)	mamm. (855)	Carn.; Killer; Pack; Aggro; Tameable (0.01%); Area attack (bleeds); Stun attack
frenzied kahmurra	Kahmurra	herb. (50)	bristl. (30)	mamm. (35)	Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack
frightened borgle	Borgle	carn. (5)	leath. (5)	avian (5)	Herb.; Herd; Tameable (25%); Intimidation attack
frightened young flewtt	Flewtt	avian (1)	leath. (1)	avian (1)	Carn.; Pack; Herd
furious devastator	Fambaa	reptil. (1250)	leath. (750)	mamm. (675)	Herb.; Killer; Pack; Herd; Aggro; Tameable (5%); Intimidation attack; Posture down attack
furious ronto	Ronto	herb. (465)	leath. (320)	mamm. (200)	Herb.; Pack; Aggro; Tameable (5%); Posture down attack; Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>fuzzy jax</i>	Rori	13	29%	140-150	514	1k-1.2k	10	25	10	-1	0	-1	-1	-1
<i>fynock</i>	Talus	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>gackle bat</i>	Yavin4	10	28%	120-130	356	405-495	0	0	0	0	0	0	0	-1
<i>gackle bat hunter</i>	Yavin4	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>gackle bat myrmidon lord</i>	Yavin4	20	33%	210-220	1803	4.1k-5k	15	20	-1	25	-1	-1	-1	-1
<i>gaping spider</i>	Dath.	26	36%	250-260	2730	7.7k-9.4k	30	25	-1	0	-1	0	-1	-1
<i>gaping spider broadling</i>	Dath.	8	27%	70-75	235	405-495	0	0	10	0	0	0	0	-1
<i>gaping spider hunter</i>	Dath.	44	46%	390-490	4370	9.5k-11.6k	30	30	60	15	-1	-1	0	-1
<i>gaping spider queen</i>	Dath.	47	44%	345-400	4643	10k-12k	65	65	40	25	0	-1	0	0
<i>gaping spider recluse</i>	Dath.	44	46%	390-490	4370	9.5k-11.6k	30	30	60	25	-1	-1	0	-1
<i>gaping spider recluse queen</i>	Dath.	68	65%	510-730	6563	11k-14k	45	65	45	90	-1	0	0	-1
<i>genetically-enhanced kahmurra</i>	Talus	30	39%	290-300	3097	8.4k-10.2k	0	0	0	0	0	0	0	0
<i>giant angler</i>	Yavin4	35	41%	320-350	3460	8.8k-10.8k	35	0	0	0	0	-1	0	-1
<i>giant baz nitch</i>	Dath.	35	41%	320-350	3551	8.7k-10.7k	45	45	0	-1	-1	-1	0	-1
<i>giant canyon krayt dragon</i>	Tatoo.	300	3000%	1645-3000	28549	385k-471k	70	70	70	70	30	70	70	70
<i>giant carrion spat</i>	Corel.	18	32%	160-170	1426	3.5k-4.3k	-1	25	0	45	45	-1	-1	-1
<i>giant cave veermok</i>	Naboo	26	35%	210-220	2730	5.9k-7.2k	50	50	0	0	0	0	0	-1
<i>giant cavern spider recluse</i>	Dath.	116	310%	775-1260	11015	30k-37k	60	60	60	0	0	0	0	0
<i>giant crystal snake</i>	Yavin4	31	39%	310-330	3097	8.3k-10.1k	0	0	0	0	0	0	0	0
<i>giant dalyrake</i>	Corel.	18	32%	170-180	1257	2.4k-3k	0	0	0	-1	35	35	-1	-1
<i>giant decay mite guardian</i>	Talus	24	33%	220-230	2443	6.3k-7.7k	30	30	0	0	0	-1	-1	-1
<i>giant decay mite harvester</i>	Talus	12	29%	120-130	514	810-990	15	15	0	0	0	0	0	-1
<i>giant decay mite hatchling</i>	Talus	7	25%	50-55	187	113-138	10	10	0	0	0	0	0	-1
<i>giant decay mite protector</i>	Talus	14	30%	160-170	714	2k-2.4k	20	20	0	0	0	0	0	-1
<i>giant decay mite queen</i>	Talus	26	35%	210-220	2637	7.2k-8.8k	40	40	0	0	0	-1	0	-1
<i>giant decay mite sentry</i>	Talus	18	31%	160-170	1257	2.9k-3.5k	20	20	-1	0	0	-1	-1	-1
<i>giant decay mite soldier</i>	Talus	17	31%	160-170	1102	3.5k-4.3k	20	20	0	0	0	-1	0	-1
<i>giant dune kimogila</i>	Lok	153	850%	895-1500	14504	81k-99k	65	80	65	100	65	65	100	65
<i>giant flit</i>	Lok	19	32%	170-180	1426	4.1k-5k	15	0	0	-1	0	0	-1	-1
<i>giant fynock</i>	Talus	42	44%	345-400	4188	10k-12k	0	0	0	0	0	0	0	0
<i>giant gackle bat</i>	Yavin4	24	35%	230-240	2443	6.8k-8.3k	15	20	-1	25	-1	-1	-1	-1
<i>giant gaping spider recluse</i>	Dath.	115	310%	775-1260	10921	30k-37k	60	60	60	25	0	0	0	-1
<i>giant gubbur</i>	Corel.	9	27%	70-75	235	675-825	0	0	0	0	0	10	0	-1
<i>giant horned krevol</i>	Corel.	11	28%	90-110	430	810-990	15	15	0	0	0	0	0	-1
<i>giant kimogila</i>	Lok	139	550%	875-1460	13178	65k-80k	35	80	0	80	0	0	100	0
<i>giant mawgax</i>	Yavin4	32	40%	305-320	3188	8.6k-10.5k	0	30	0	-1	30	-1	0	0

CREATURES: fuzzy jax — giant mawgax

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>fuzzy jax</i>	Jax	herb. (11)	bristl. (16)	mamm. (11)	Herb.; Stalker; Herd; Tameable (25%); Stun attack
<i>fynock</i>	Fynock	avian (22)	leath. (33)	avian (10)	Carn.; Pack; Tameable (25%); Stun attack
<i>gackle bat</i>	Gacklebat	carn. (4)	bristl. (2)	mamm. (3)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
<i>gackle bat hunter</i>	Gacklebat	carn. (4)	bristl. (2)	mamm. (3)	Carn.; Pack; Aggro; Tameable (25%)
<i>gackle bat myrmidon lord</i>	Gacklebat	avian (10)	leath. (10)	avian (10)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Stun attack; Blind attack
<i>gaping spider</i>	Gaping	insect (8)			Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Poison attack (mild); Intimidation attack
<i>gaping spider broodling</i>	Gaping	insect (5)			Carn.; Stalker; Pack; Aggro; Poison attack (mild)
<i>gaping spider hunter</i>	Gaping	insect (9)			Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Stun attack; Disease attack (poison); Ranged attack (spit)
<i>gaping spider queen</i>	Gaping	insect (12)			Carn.; Killer; Stalker; Pack; Aggro; Tameable (5%); Knockdown attack; Disease attack (poison); Ranged attack (spit)
<i>gaping spider recluse</i>	Gap. Recluse	insect (11)			Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%)/ Area attack (poison); Poison attack (strong); Ranged attack (spit)
<i>gaping spider recluse queen</i>	Gap. Recluse	insect (11)			Carn.; Killer; Stalker; Pack; Aggro/ Area attack (poison); Poison attack (strong); Ranged attack (spit)
<i>genetically-enhanced kahmurra</i>	Kahmurra	herb. (50)	bristl. (30)	mamm. (35)	Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack; Milk (w)
<i>giant angler</i>	Angler	insect (3)			Carn.; Stalker; Pack; Aggro; Tameable (20%); Poison attack (strong); Blind attack; Ranged attack (spit)
<i>giant baz nitch</i>	Baz Nitch	wild (9)	leath. (5)	mamm. (5)	Herb.; Killer; Pack; Herd; Aggro
<i>giant canyon krayt dragon</i>	Krayt Dragon	carn. (1500)	bristl. (870)	mamm. (805)	Carn.; Killer; Stalker; Pack; Aggro; Area attack; Area attack (knockdown)
<i>giant carrion spat</i>	Carrion Spat	avian (350)		avian (295)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack; Stun attack
<i>giant cave veermok</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Killer; Pack; Aggro; Stun attack
<i>giant cavern spider recluse</i>	Sp. Nightsister ("")	insect (80)			Carn.; Killer; Stalker; Pack; Aggro; Area attack (combo); Poison attack (strong)
<i>giant crystal snake</i>	Crystal Snake	carn. (7)	scale. (4)		Carn.; Pack; Aggro; Tameable (25%); Posture down attack; Poison attack (strong); Ranged attack (spit)
<i>giant dalyrake</i>	Dalyrake	insect (60)	scale. (90)		Carn.; Pack; Aggro; Tameable (25%); Poison attack (mild); Dizzy attack
<i>giant decay mite guardian</i>	Decay Mite	insect (22)			Carn.; Pack; Aggro; Intimidation attack; Poison attack (mild)
<i>giant decay mite harvester</i>	Decay Mite	insect (12)			Carn.; Pack; Aggro
<i>giant decay mite hatchling</i>	Decay Mite	insect (5)			Carn.; Pack; Aggro; Disease attack (mild)
<i>giant decay mite protector</i>	Decay Mite	insect (16)			Carn.; Pack; Aggro; Intimidation attack; Healer
<i>giant decay mite queen</i>	Decay Mite	insect (28)			Carn.; Pack; Aggro; Disease attack (medium); Disease attack (poison)
<i>giant decay mite sentry</i>	Decay Mite	insect (15)			Carn.; Pack; Aggro; Knockdown attack; Disease attack (medium); Ranged attack (spit)
<i>giant decay mite soldier</i>	Decay Mite	insect (18)			Carn.; Pack; Aggro; Stun attack
<i>giant dune kimogila</i>	Kimogila	carn. (1500)	leath. (1400)		Carn.; Killer; Pack; Aggro; Area attack (combo); Area attack (disease)
<i>giant flit</i>	Flit	avian (11)		avian (13)	Carn.; Pack; Aggro; Tameable (25%); Posture down attack
<i>giant fynock</i>	Fynock	avian (70)	leath. (50)	avian (55)	Carn.; Killer; Pack; Aggro; Intimidation attack; Area attack (knockdown); Ranged attack (spit)
<i>giant gackle bat</i>	Gacklebat	carn. (7)	bristl. (5)	mamm. (6)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
<i>giant gaping spider recluse</i>	Gap. Recluse	insect (11)			Carn.; Killer; Stalker; Pack; Aggro/ Area attack (poison); Poison attack (strong); Ranged attack (spit)
<i>giant gubbur</i>	Gubbur	carn. (10)	leath. (15)	mamm. (15)	Herb.; Herd; Aggro
<i>giant horned krevol</i>	Horned Krevol	insect (10)			Carn.; Stalker; Pack; Herd; Aggro; Tameable (25%); Stun attack; Ranged attack (spit)
<i>giant kimogila</i>	Kimogila	carn. (1450)	leath. (1350)		Carn.; Killer; Pack; Aggro; Area attack (knockdown); Dizzy attack
<i>giant mawgax</i>	Mawgax	domest. (130)	leath. (85)	avian (70)	Herb.; Pack; Herd; Tameable (20%); Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>giant mutant bark mite</i>	Rori	16	31%	170-180	1102	4.1k-5k	0	0	0	10	10	-1	-1	-1
<i>giant peko peko</i>	Naboo	23	35%	210-220	2219	5.9k-72k	0	25	50	-1	-1	50	-1	-1
<i>giant pharple</i>	Lok	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>giant sand beetle</i>	Tatoo.	30	39%	290-300	3005	8.4k-10.2k	0	35	0	0	-1	-1	0	0
<i>giant sand beetle</i>	Tatoo.	30	39%	290-300	3097	8.4k-10.2k	0	35	0	0	-1	-1	0	0
<i>giant spined puc</i>	Yavin4	19	33%	180-190	1426	4.5k-5.5k	10	0	0	-1	-1	-1	-1	-1
<i>giant spined snake</i>	Lok	22	34%	240-250	2219	4.1k-5k	0	0	50	50	50	-1	-1	-1
<i>giant stintaril</i>	Yavin4	22	34%	200-210	2006	5.4k-6.6k	20	20	0	-1	0	-1	-1	-1
<i>giant tanc mite</i>	Yavin4	14	30%	140-150	714	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>giant veermak</i>	Naboo	22	33%	190-200	1803	5.9k-72k	25	20	0	-1	45	0	-1	-1
<i>giant worrt</i>	Tatoo.	13	30%	140-150	514	1.5k-1.9k	0	0	0	0	0	10	0	-1
<i>giga flite rasp</i>	Talus	11	29%	130-140	430	810-990	0	0	0	0	0	15	0	-1
<i>gleaming lantern bird</i>	Endor	34	40%	310-330	3370	8.6k-10.6k	35	45	0	-1	0	0	-1	-1
<i>glutted fynock queen</i>	Talus	14	30%	150-160	831	2k-2.4k	0	0	0	0	0	0	0	-1
<i>gnarled bark mite queen</i>	Rori	18	32%	160-170	1257	4.5k-5.5k	0	15	-1	0	-1	-1	-1	-1
<i>gnarled rancar</i>	Dath.	46	47%	395-500	4552	9.7k-11.9k	0	30	-1	50	50	50	-1	-1
<i>gnart</i>	Naboo	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>gnart (bio-engineered)</i>	Naboo	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>Garax</i>	Endor	300	3000%	1645-3000	28549	385k-471k	65	45	0	0	0	0	0	0
<i>gorg</i>	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>gorg gluttan</i>	Tatoo.	7	25%	50-55	147	405-495	0	0	0	0	0	0	0	-1
<i>garge vesp</i>	Lok	27	36%	250-260	2730	8.5k-10.3k	25	25	0	-1	-1	-1	-1	-1
<i>grand tybis</i>	Yavin4	26	36%	230-240	2637	72k-8.8k	0	0	0	0	0	0	0	0
<i>grand wrix</i>	Corel.	25	35%	210-220	2637	5.9k-72k	35	30	0	50	-1	35	-1	0
<i>grassland slice haund</i>	Corel.	14	30%	140-150	831	1.5k-1.9k	5	15	0	0	0	0	0	-1
<i>grassland voritor tracker</i>	Dant.	45	44%	375-460	4370	8.7k-10.7k	65	65	0	0	0	0	-1	0
<i>graul</i>	Dant.	30	39%	290-300	3005	8.4k-10.2k	50	0	-1	0	0	-1	-1	-1
<i>graul (bio-engineered)</i>	Dant.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>graul mangler</i>	Dath.	39	43%	340-390	3915	8.8k-10.8k	40	15	60	60	60	0	-1	0
<i>graul marauder</i>	Dant.	173	1075%	1095-1900	16411	102k-125k	75	55	90	90	90	55	55	55
<i>graul mauler</i>	Dant.	35	41%	315-340	3551	8.7k-10.7k	45	0	60	60	60	-1	-1	-1
<i>great borgle</i>	Rori	14	30%	140-150	714	2.4k-3k	0	0	0	0	0	0	0	-1
<i>great plains stalker</i>	Corel.	51	50%	395-500	4916	10k-12k	35	35	0	0	0	0	0	-1
<i>great squill</i>	Tatoo.	20	33%	200-210	1609	5.4k-6.6k	10	10	0	0	-1	-1	0	-1
<i>greater desert womp rat</i>	Tatoo.	22	35%	210-220	2006	5.9k-72k	0	0	35	30	0	-1	-1	-1
<i>greater gulginaw</i>	Corel.	21	33%	190-200	1803	5k-6.1k	15	30	-1	0	-1	-1	0	0
<i>greater shaupaut</i>	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>greater sludge panther</i>	Talus	25	35%	240-250	2637	72k-8.8k	35	0	0	-1	-1	-1	45	-1
<i>grizzled bark mite</i>	Rori	14	30%	160-170	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>grizzled dewback</i>	Tatoo.	27	35%	270-280	2730	7.7k-9.4k	35	20	0	40	-1	-1	-1	-1
<i>granda</i>	Corel.	19	32%	170-180	1426	5k-6.1k	20	15	0	-1	-1	-1	-1	-1

CREATURES: giant mutant bark mite — gronda

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>giant mutant bark mite</i>	Mut. Bark Mite	insect (20)	bristl. (18)		Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Area attack; Intimidation attack
<i>giant peko peko</i>	Gt. Peko Peko	avian (155)	wooly (70)	avian (45)	Carn.; Pack; Herd; Dizzy attack; Stun attack
<i>giant pharple</i>	Pharple	avian (21)	bristl. (12)	avian (9)	Herb.; Pack; Herd
<i>giant sand beetle</i>	Gt. Sand Beet.	insect (15)	scale. (20)		Herb.; Pack; Tameable (25%); Blind attack; Stun attack; Ranged attack (spit)
<i>giant sand beetle</i>	Gt. Sand Beet.	insect (15)	scale. (20)		Herb.; Killer; Pack; Aggro; Blind attack; Stun attack; Ranged attack (spit)
<i>giant spined puc</i>	Spined Puc	reptil. (7)	leath. (7)		Carn.; Pack; Aggro; Tameable (25%); Stun attack
<i>giant spined snake</i>	Spinesnake	reptil. (15)	leath. (8)		Carn.; Killer; Pack; Aggro; Dizzy attack; Poison attack (strong)
<i>giant stintaril</i>	Stinaril	carn. (9)	bristl. (7)	mamm. (6)	Carn.; Pack; Tameable (25%); Stun attack; Ranged attack (spit)
<i>giant tanc mite</i>	Tancmite	insect (6)			Herb.; Pack; Herd; Intimidation attack; Ranged attack (spit)
<i>giant veermok</i>	Veermok	carn. (250)	bristl. (200)	mamm. (80)	Carn.; Aggro; Tameable (25%); Dizzy attack; Intimidation attack
<i>giant worrt</i>	Worrt	reptil. (9)	leath. (9)	mamm. (4)	Carn.; Aggro; Tameable (25%); Stun attack
<i>giga flite rasp</i>	Rasp	avian (20)		avian (6)	Herb.; Pack; Herd; Posture down attack
<i>gleaming lantern bird</i>	Lantern	herb. (0)	leath. (41)	avian (46)	Herb.; Pack; Herd; Tameable (20%); Blind attack
<i>glutted fynock queen</i>	Fynock	avian (30)	leath. (25)	avian (20)	Carn.; Killer; Pack; Herd; Aggro; Intimidation attack
<i>gnarled bark mite queen</i>	Bark Mite	insect (13)			Carn.; Pack; Herd; Aggro; Stun attack; Disease attack (mild); Ranged attack (spit)
<i>gnarled rancor</i>	Rancor	carn. (950)	leath. (876)	mamm. (776)	Carn.; Killer; Pack; Aggro; Tameable (25%); Knockdown attack
<i>gnort</i>	Gnort	herb. (6)	leath. (4)	mamm. (3)	Herb.; Herd; Tameable (25%)
<i>gnort (bio-engineered)</i>	Gnort				Herb.; Herd
<i>Gorax</i>	Gorax (")				Carn.; Killer; Pack; Aggro; Area attack; Area attack (knockdown)
<i>gorg</i>	Gorg	herb. (5)	leath. (3)	mamm. (2)	Herb.; Herd
<i>garg glutton</i>	Gorg	herb. (12)	leath. (9)	mamm. (8)	Herb.; Herd
<i>gorge vesp</i>	Vesp	reptil. (11)	leath. (5)		Carn.; Pack; Aggro; Tameable (25%); Blind attack; Stun attack; Ranged attack (spit)
<i>grand tybis</i>	Tybis	herb. (275)	bristl. (200)	mamm. (125)	Herb.; Pack; Herd; Aggro; Tameable (5%); Milk (w)
<i>grand wrix</i>	Wrix	carn. (70)	bristl. (40)	mamm. (35)	Carn.; Killer; Pack; Herd; Tameable (25%); Knockdown attack; Stun attack
<i>grassland slice hound</i>	Grass. Slice Hd.	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Posture down attack
<i>grassland voritor tracker</i>	Voritor Lizard	carn. (45)	leath. (35)	avian (40)	Carn.; Stalker; Pack; Aggro; Knockdown attack; Posture down attack
<i>graul</i>	Graul	carn. (950)	leath. (875)	mamm. (775)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Stun attack
<i>graul (bio-engineered)</i>	Graul				Carn.; Pack; Aggro
<i>graul mangler</i>	Graul	carn. (950)	leath. (875)	mamm. (775)	Carn.; Killer; Pack; Aggro; Tameable (5%); Posture down attack; Blind attack
<i>graul marauder</i>	Graul	carn. (1100)	leath. (1000)	mamm. (950)	Carn.; Killer; Pack; Aggro; Area attack (bleeds); Stun attack
<i>graul mauler</i>	Graul	carn. (950)	leath. (875)	mamm. (775)	Carn.; Killer; Pack; Aggro; Tameable (25%); Posture down attack; Intimidation attack
<i>great borgle</i>	Borgle	carn. (11)	leath. (7)	avian (11)	Carn.; Pack; Tameable (25%); Stun attack
<i>great plains stalker</i>	Sand Panther	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Stalker; Aggro; Tameable (5%); Blind attack; Stun attack
<i>great squill</i>	Squill	carn. (6)	leath. (6)	mamm. (5)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Stun attack
<i>greater desert wamp rat</i>	self	wild (6)	leath. (5)	mamm. (4)	Carn.; Stalker; Pack; Tameable (25%); Blind attack; Stun attack; Ranged attack (spit)
<i>greater gulginaw</i>	Gulginaw	avian (97)		avian (48)	Carn.; Pack; Herd; Tameable (25%); Dizzy attack; Stun attack; Ranged attack (spit)
<i>greater shaupaut</i>	Shaupaut	carn. (10)	bristl. (6)	mamm. (6)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Stun attack
<i>greater sludge panther</i>	Sludge Panth.	carn. (80)	leath. (70)	mamm. (70)	Carn.; Killer; Pack; Tameable (25%); Posture down attack
<i>grizzled bark mite</i>	Bark Mite	insect (10)			Carn.; Pack; Herd; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>grizzled dewback</i>	Dewback	reptil. (365)	leath. (285)	mamm. (210)	Herb.; Pack; Knockdown attack; Dizzy attack
<i>gronda</i>	Gronda	carn. (360)	leath. (270)	mamm. (180)	Carn.; Pack; Herd; Tameable (25%); Knockdown attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>granda (bio-engineered)</i>	Corel.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>granda juggernaut</i>	Corel.	70	65%	430-570	6747	12k-15k	65	65	75	-1	100	0	0	-1
<i>granda patriarch</i>	Corel.	45	44%	345-400	4461	9.3k-11.3k	65	50	80	0	0	0	10	25
<i>Grovo</i>	Dath.	75	70%	520-750	7207	12k-15k	0	60	0	100	100	100	0	0
<i>gualama</i>	Naboo	13	29%	130-140	514	1k-1.2k	20	15	0	0	0	0	0	-1
<i>gualama (bio-engineered)</i>	Naboo	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>gualama patriarch</i>	Naboo	13	29%	120-130	609	1.5k-1.9k	15	15	0	0	0	0	0	-1
<i>gubbur</i>	Corel.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>guf drolg</i>	Talus	14	30%	140-150	714	1.5k-1.9k	15	10	0	0	0	0	0	-1
<i>guf drolg (bio-engineered)</i>	Talus	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>guf drolg female</i>	Talus	15	30%	150-160	831	2k-2.4k	15	5	0	0	0	0	0	-1
<i>gulginaw</i>	Corel.	13	29%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>Gungan falumpaset</i>	Naboo	26	36%	250-260	2637	7.7k-9.4k	25	0	0	35	35	-1	-1	-1
<i>Gungan famboa</i>	Naboo	42	44%	345-400	4097	9.3k-11.3k	40	40	0	0	80	80	-1	0
<i>Gungan kaadu</i>	Naboo	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	15	0	0	-1
<i>Gungan veermok</i>	Naboo	22	35%	210-220	2006	5.9k-7.2k	0	0	0	0	0	0	0	-1
<i>gurk</i>	Lok	30	39%	290-300	3005	8.4k-10.2k	40	0	0	0	0	-1	-1	-1
<i>gurk gatherer</i>	Lok	30	37%	270-280	3005	8.2k-10k	35	30	0	0	0	0	40	0
<i>gurk tracker</i>	Lok	30	39%	290-300	3005	8.4k-10.2k	40	0	0	0	0	-1	-1	-1
<i>gurk whelp</i>	Lok	27	36%	240-250	2730	5.9k-7.2k	30	30	0	0	0	0	40	0
<i>gurnaset</i>	Lok	15	31%	160-170	831	2.4k-3k	10	0	0	0	0	-1	-1	-1
<i>gurnaset (bio-engineered)</i>	Lok	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>gurnaset hatchling</i>	Lok	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>gurrat</i>	Corel.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>gurrat (bio-engineered)</i>	Naboo	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>gurreck</i>	Endor	50	50%	395-500	4825	11k-13k	30	30	-1	50	50	-1	50	-1
<i>gurreck (bio-engineered)</i>	Endor	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>gurreck forest stalker</i>	Endor	32	39%	320-350	3188	8.1k-9.9k	25	50	0	0	-1	-1	0	0
<i>hanadak ancient</i>	Endor	41	44%	345-400	4097	9.3k-11.3k	0	0	-1	100	100	100	-1	-1
<i>hanadak drifter</i>	Endor	28	37%	260-270	2914	8.1k-9.9k	20	20	-1	60	60	60	-1	-1
<i>hermit spider</i>	Naboo	7	26%	55-65	147	270-330	0	0	10	0	0	0	0	-1
<i>hermit spider (bio-engineered)</i>	Naboo	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>hermit spider guard</i>	Naboo	10	27%	80-90	356	675-825	10	10	0	0	0	10	0	-1
<i>hermit spider queen</i>	Naboo	11	28%	80-90	514	675-825	20	20	0	0	0	0	0	-1
<i>highland remmer</i>	Endor	26	36%	240-250	2637	7.2k-8.8k	30	25	50	-1	-1	-1	-1	-1
<i>hilltap gurreck hunter</i>	Endor	41	42%	340-390	4006	8.6k-10.6k	50	65	0	0	0	0	0	0
<i>hilltap kima</i>	Talus	22	34%	200-210	2006	7.2k-8.8k	0	0	0	-1	50	-1	-1	-1
<i>hooded crystal snake</i>	Yavin4	26	36%	240-250	2637	7.2k-8.8k	20	20	0	0	-1	-1	60	-1
<i>horned krevol</i>	Naboo	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>horned rasp</i>	Rori	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>horned voritar lizard</i>	Dant.	53	50%	395-500	5099	10k-12k	40	40	0	0	80	80	80	-1
<i>hostile huurton</i>	Dant.	18	32%	170-180	1257	4.1k-5k	0	0	0	0	-1	0	0	-1
<i>hostile thune mother</i>	Dant.	30	39%	290-300	3005	8.4k-10.2k	0	55	0	-1	-1	-1	-1	-1
<i>hawling plumed rasp</i>	Corel.	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
<i>huf dun</i>	Talus	21	33%	210-220	1609	4.1k-5k	25	0	0	0	-1	0	0	-1
<i>huf dun (bio-engineered)</i>	Talus	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0

CREATURES: gronda (bio-engineered) — huf dun (bio-engineered)

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>gronda (bio-engineered)</i>	Gronda				Carn.; Pack; Herd
<i>gronda juggernaut</i>	Gronda	carn. (500)	leath. (400)	mamm. (375)	Carn.; Killer; Pack; Herd; Aggro; Knockdown attack; Dizzy attack
<i>gronda patriarch</i>	Gronda	carn. (360)	leath. (270)	mamm. (180)	Carn.; Killer; Pack; Herd; Stun attack
<i>Grovo</i>	Nightsister (")	carn. (1100)	leath. (1000)	mamm. (950)	Carn.; Killer; Pack; Aggro; Area attack (bleeds); Area attack (combo)
<i>gualama</i>	Gualama	wild (200)	wooly (150)	mamm. (90)	Herb.; Herd; Tameable (25%); Stun attack; Milk (w)
<i>gualama (bio-engineered)</i>	Gualama				Herb.; Herd; Milk
<i>gualama patriarch</i>	Gualama	wild (250)	wooly (200)	mamm. (120)	Herb.; Pack; Herd; Intimidation attack
<i>gubbur</i>	Gubbur	carn. (4)	leath. (3)	mamm. (3)	Herb.; Herd; Tameable (25%)
<i>guf drolg</i>	Guf Drolg	reptil. (350)	leath. (275)	mamm. (200)	Carn.; Stalker; Pack; Tameable (25%); Intimidation attack
<i>guf drolg (bio-engineered)</i>	Guf Drolg				Carn.; Stalker; Pack
<i>guf drolg female</i>	Guf Drolg	reptil. (325)	leath. (265)	mamm. (190)	Carn.; Stalker; Pack; Tameable (25%); Intimidation attack
<i>gulginaw</i>	Gulginaw	avian (75)		avian (25)	Herb.; Pack; Herd; Intimidation attack
<i>Gungan falumpaset</i>	Gungan (")	domest. (230)	leath. (130)	mamm. (80)	Herb.; Pack; Blind attack; Ranged attack (spit); Milk (w)
<i>Gungan famboa</i>	Gungan (")	reptil. (1350)	leath. (750)	mamm. (725)	Herb.; Pack; Knockdown attack; Intimidation attack; Milk (w)
<i>Gungan kaadu</i>	Gungan (")	avian (120)	leath. (85)	avian (70)	Herb.; Pack; Stun attack; Milk (w)
<i>Gungan veermak</i>	Gungan (")	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Posture down attack
<i>gurk</i>	Gurk	herb. (350)	leath. (276)	mamm. (301)	Herb.; Pack; Dizzy attack; Stun attack
<i>gurk gatherer</i>	Gurk	herb. (350)	leath. (275)	mamm. (300)	Herb.; Pack; Posture down attack; Stun attack
<i>gurk tracker</i>	Gurk	herb. (350)	leath. (277)	mamm. (302)	Herb.; Pack; Dizzy attack; Blind attack
<i>gurk whelp</i>	Gurk	herb. (300)	leath. (225)	mamm. (250)	Herb.; Pack; Blind attack; Intimidation attack
<i>gurnaset</i>	Gurnaset	herb. (352)	leath. (279)	mamm. (304)	Herb.; Pack; Herd; Posture down attack; Milk (w)
<i>gurnaset (bio-engineered)</i>	Gurnaset				Herb.; Pack; Herd; Milk
<i>gurnaset hatchling</i>	Gurnaset	herb. (351)	leath. (278)	mamm. (303)	Herb.; Herd
<i>gurrat</i>	self	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Intimidation attack
<i>gurrat (bio-engineered)</i>	Tusk Cat				Carn.; Pack
<i>gurreck</i>	Gurreck	carn. ()	wooly ()		Carn.; Pack; Tameable (25%); Posture down attack; Intimidation attack
<i>gurreck (bio-engineered)</i>	Gurreck				Carn.; Pack
<i>gurreck forest stalker</i>	Gurreck	carn. ()	wooly ()		Carn.; Stalker; Pack; Aggro; Dizzy attack; Milk (w)
<i>hanadak ancient</i>	Hanadak	carn. (40)	bristl. (40)	mamm. (40)	Carn.; Killer; Pack; Herd; Aggro; Knockdown attack; Blind attack
<i>hanadak drifter</i>	Hanadak	carn. ()	bristl. (35)	mamm. (35)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Stun attack; Dizzy attack
<i>hermit spider</i>	Hermit Spider	insect (60)			Carn.; Stalker; Tameable (25%)
<i>hermit spider (bio-engineered)</i>	Hermit Spider				Carn.; Stalker
<i>hermit spider guard</i>	Hermit Spider	insect (9)			Carn.; Pack; Herd; Aggro; Stun attack; Poison attack (mild)
<i>hermit spider queen</i>	Hermit Spider	insect (10)			Carn.; Killer; Pack; Herd; Aggro; Poison attack (mild); Blind attack; Ranged attack (spit)
<i>highland remmer</i>	Remmer	carn. ()	bristl. ()		Herb.; Pack; Aggro; Dizzy attack; Posture down attack; Ranged attack (spit)
<i>hilltop gurreck hunter</i>	Gurreck	carn. ()	wooly ()		Carn.; Stalker; Pack; Aggro; Stun attack; Posture down attack; Milk (w)
<i>hilltop kima</i>	self	herb. (8)	bristl. (10)	mamm. (8)	Carn.; Pack; Tameable (25%); Dizzy attack
<i>hooded crystal snake</i>	Crystal Snake	carn. (5)	scale. (2)		Carn.; Pack; Aggro; Tameable (5%); Poison attack (medium); Stun attack; Ranged attack (spit)
<i>horned krevol</i>	Horned Krevol	reptil. (3)	scale. (15)	mamm. (7)	Herb.; Pack; Stun attack
<i>horned rasp</i>	Rasp	avian (8)		avian (1)	Herb.; Pack; Herd; Tameable (25%)
<i>horned voritor lizard</i>	Voritor Lizard	carn. (65)	leath. (40)	avian (50)	Carn.; Pack; Aggro; Poison attack (strong); Area attack (poison)
<i>hostile huurton</i>	Warren Huurton (")		wooly ()	mamm. (15)	Carn.; Pack; Herd; Aggro; Wild Milk (15)
<i>hostile thune mother</i>	Thune	herb. (135)	wooly (150)		Herb.; Pack; Herd; Aggro; Blind attack; Milk (w)
<i>howling plumed rasp</i>	Rasp	avian (3)		avian (2)	Herb.; Pack; Aggro
<i>huf dun</i>	Huf Dun	herb. (1350)	leath. (1600)	mamm. (1350)	Herb.; Herd; Blind attack; Stun attack
<i>huf dun (bio-engineered)</i>	Huf Dun				Herb.; Herd

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>huf dun bull</i>	Talus	22	35%	230-240	2006	6.8k-8.3k	15	0	0	-1	-1	-1	0	-1
<i>humbaba</i>	Corel.	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>huurton</i>	Dant.	18	32%	170-180	1257	4.1k-5k	10	10	0	0	0	0	0	-1
<i>huurton (bio-engineered)</i>	Dant.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>huurton bloodhunter</i>	Dant.	28	37%	290-300	2914	8.1k-9.9k	15	15	0	25	15	0	0	-1
<i>huurton howler</i>	Dant.	25	35%	260-270	2637	5.4k-6.6k	15	15	0	40	60	-1	-1	-1
<i>huurton huntress</i>	Dant.	28	37%	270-280	2914	8.2k-10k	0	0	0	40	100	-1	-1	-1
<i>huurton matron</i>	Dant.	26	36%	250-260	2637	7.7k-9.4k	0	0	0	40	100	-1	-1	-1
<i>huurton pup</i>	Dant.	2	21%	35-40	45	68-83	0	0	0	0	0	0	0	-1
<i>huurton reaper</i>	Dant.	84	90%	620-950	8038	12k-15k	35	35	0	40	100	-1	-1	-1
<i>huurton stalker</i>	Dant.	33	40%	310-330	3370	8.6k-10.6k	0	0	0	40	100	-1	-1	-1
<i>ikopi</i>	Naboo	7	26%	50-55	147	405-495	0	0	0	0	0	0	0	-1
<i>ikopi (bio-engineered)</i>	Naboo	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>ikopi stag</i>	Naboo	30	39%	290-300	3005	8.4k-10.2k	30	30	0	0	0	-1	-1	-1
<i>Imperial veermok</i>	Naboo	27	36%	240-250	2822	7.2k-8.8k	35	25	0	-1	50	30	0	-1
<i>infant brackaset</i>	Dath.	6	25%	55-65	113	135-165	0	0	0	0	0	0	0	-1
<i>infant grawl</i>	Dant.	27	36%	240-250	2730	7.2k-8.8k	35	0	45	45	45	-1	-1	-1
<i>infuriated roba protector</i>	Endor	57	55%	420-550	5555	11k-14k	35	35	0	20	0	20	0	-1
<i>injured Kwi</i>	Dath.	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>injured purbole</i>	Dath.	12	29%	140-150	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>injured verne</i>	Dath.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>insane mantigrue berserker</i>	Endor	50	43%	400-510	4916	9.2k-11.2k	50	50	100	50	-1	20	20	100
<i>irate flew matriarch</i>	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>jundland eapie</i>	Tatoo.	10	27%	80-90	292	675-825	0	0	0	10	10	0	10	-1
<i>jungle fynack</i>	Talus	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>juvenile canyon krayt dragon</i>	Tatoo.	122	400%	745-1200	11577	44k-54k	70	70	0	0	10	0	0	0
<i>juvenile langlatch</i>	Lok	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>juvenile pygmy torton</i>	Rori	12	28%	150-160	514	405-495	20	20	0	0	0	0	0	35
<i>kaadu</i>	Naboo	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>kaadu (bio-engineered)</i>	Naboo	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>kaadu female</i>	Naboo	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>kaadu male</i>	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>kahmurra</i>	Talus	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>kahmurra (bio-engineered)</i>	Corel.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>kai tok bloodreaver</i>	Yavin4	35	42%	260-270	3460	9.1k-11.1k	35	30	0	0	0	-1	-1	-1
<i>kai tok prowler</i>	Yavin4	26	36%	240-250	2637	8.1k-9.9k	30	20	0	0	-1	0	-1	-1
<i>kai tok scavenger</i>	Yavin4	31	39%	260-270	3097	8.6k-10.6k	35	30	0	0	0	-1	-1	-1
<i>kai tok slayer</i>	Yavin4	35	41%	355-420	3551	8.2k-10k	45	0	0	0	0	-1	-1	-1
<i>kamurith defiler</i>	Dath.	50	50%	420-550	4916	9.6k-11.8k	0	0	0	0	0	0	0	0
<i>kamurith snapper</i>	Dath.	44	46%	405-520	4370	8.9k-10.9k	0	0	0	0	0	0	0	0
<i>Kiin'Dray</i>	Dath.	126	475%	830-1370	11953	41k-50k	55	55	35	30	30	30	0	30
<i>kima</i>	Talus	18	32%	160-170	1257	4.5k-5.5k	15	20	0	-1	0	0	-1	-1
<i>kima (bio-engineered)</i>	Talus	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0

CREATURES: huf dun bull — kima (bio-engineered)

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>huf dun bull</i>	Huf Dun	herb. (1350)	leath. (1601)	mamm. (1351)	Herb.; Pack; Herd; Dizzy attack; Stun attack
<i>humbaba</i>	self	domest. (230)	leath. (130)	mamm. (80)	Herb.; Pack; Herd; Tameable (25%); Milk (w)
<i>huurton</i>	Huurton	wild (15)	wooly ()	mamm. (15)	Carn.; Pack; Herd; Aggro; Tameable (25%)
<i>huurton (bio-engineered)</i>	Huurton				Carn.; Pack; Herd; Aggro
<i>huurton bloodhunter</i>	Huurton	wild (15)	wooly ()	mamm. (15)	Carn.; Killer; Pack; Herd; Aggro; Tameable (5%); Stun attack; Posture down attack
<i>huurton howler</i>	Huurton	wild (15)	wooly ()	mamm. (15)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Stun attack; Posture down attack
<i>huurton huntress</i>	Huurton	wild (15)	wooly ()	mamm. (15)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Knockdown attack; Stun attack
<i>huurton matron</i>	Huurton	wild (15)	wooly ()	mamm. (15)	Carn.; Pack; Herd; Blind attack; Stun attack
<i>huurton pup</i>	Huurton	wild (10)	wooly ()	mamm. (5)	Carn.; Pack; Herd
<i>huurton reaper</i>	Huurton	wild (25)	wooly ()	mamm. (25)	Carn.; Killer; Stalker; Pack; Aggro; Intimidation attack; Dizzy attack
<i>huurton stalker</i>	Huurton	wild (15)	wooly ()	mamm. (15)	Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack; Dizzy attack
<i>ikopi</i>	Ikopi	wild (70)	bristl. (60)	mamm. (45)	Herb.; Herd; Tameable (25%); Milk (w)
<i>ikopi (bio-engineered)</i>	Ikopi				Herb.; Herd; Milk
<i>ikopi stag</i>	self	wild (100)	bristl. (75)	mamm. (75)	Herb.; Pack; Stun attack
<i>Imperial veermok</i>	Imperial (")	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Killer; Pack; Stun attack
<i>infant brackaset</i>	Brackaset	wild (75)	leath. (65)	mamm. (60)	Herb.; Herd
<i>infant graul</i>	Graul	carn. (700)	leath. (750)	mamm. (650)	Carn.; Pack; Aggro; Dizzy attack; Stun attack
<i>infuriated roba protector</i>	Roba	carn. ()	leath. ()	mamm. ()	Herb.; Killer; Pack; Aggro; Tameable (5%); Posture down attack; Stun attack
<i>injured Kwi</i>	Kwi	herb. (100)	leath. (85)	mamm. (75)	Herb.; Herd; Posture down attack
<i>injured purbole</i>	Purbole	carn. (15)	bristl. (10)	mamm. (10)	Carn.; Stalker; Tameable (25%); Posture down attack
<i>injured verne</i>	Verne	wild (30)	leath. (25)	mamm. (22)	Herb.; Herd
<i>insane mantigrue berserker</i>	Mantigrue	carn. ()	wooly ()		Carn.; Killer; Pack; Aggro; Tameable (5%); Blind attack; Stun attack
<i>irate flewt matriarch</i>	Flewts	avian (4)	leath. (4)	avian (4)	Carn.; Pack; Herd; Aggro
<i>jundland eopie</i>	self	herb. (300)	leath. (225)	mamm. (115)	Herb.; Herd; Tameable (25%); Stun attack; Milk (w)
<i>jungle fynock</i>	Fynock	avian (28)	leath. (18)	avian (15)	Carn.; Stalker; Pack; Tameable (25%); Posture down attack
<i>juvenile canyon krayt dragon</i>	Krayt Dragon	carn. (750)	bristl. (500)	mamm. (410)	Carn.; Killer; Pack; Aggro; Posture down attack; Area attack
<i>juvenile langlatch</i>	Langlatch	carn. (7)	wooly (6)	mamm. (6)	Carn.; Pack; Aggro; Posture down attack
<i>juvenile pygmy torton</i>	Torton	carn. (400)	wooly (300)	mamm. (400)	Herb.; Pack; Herd; Aggro; Knockdown attack; Dizzy attack
<i>kaadu</i>	Kaadu	avian (120)	leath. (85)	avian (70)	Herb.; Herd; Tameable (25%); Milk (w)
<i>kaadu (bio-engineered)</i>	Kaadu				Herb.; Herd; Milk
<i>kaadu female</i>	Kaadu	avian (100)	leath. (75)	avian (65)	Herb.; Herd; Tameable (25%); Posture down attack; Milk (w)
<i>kaadu male</i>	Kaadu	avian (120)	leath. (85)	avian (70)	Herb.; Pack; Herd; Tameable (25%)
<i>kahmurra</i>	Kahmurra	herb. (45)	bristl. (27)	mamm. (32)	Carn.; Pack; Tameable (25%); Intimidation attack; Milk (w)
<i>kahmurra (bio-engineered)</i>	Murra				Herb.; Herd; Milk
<i>kai tok bloodreaver</i>	Kai Tok	carn. ()	leath. (41)	avian (46)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Dizzy attack; Stun attack
<i>kai tok prowler</i>	Kai Tok	carn. ()	leath. (41)	avian (46)	Carn.; Stalker; Pack; Herd; Aggro; Tameable (25%); Posture down attack; Disease attack (poison); Ranged attack (spit)
<i>kai tok scavenger</i>	Kai Tok	carn. ()	leath. (41)	avian (46)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack; Stun attack
<i>kai tok slayer</i>	Kai Tok	carn. ()	leath. (41)	avian (46)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>komunth defiler</i>	Kamurith	carn. (90)	leath. (65)	avian (50)	Carn.; Killer; Pack; Aggro; Dizzy attack; Disease attack (strong)
<i>kamurith snapper</i>	Kamurith	carn. (90)	leath. (65)	avian (50)	Carn.; Killer; Pack; Aggro; Dizzy attack; Stun attack
<i>Kiin'Dray</i>	Gap. Recluse	insect (11)			Carn.; Killer; Stalker; Pack; Aggro; Area attack (poison); Poison attack (strong); Ranged attack (spit)
<i>kima</i>	Kima	herb. (7)	bristl. (8)	mamm. (7)	Carn.; Pack; Tameable (25%); Intimidation attack
<i>kima (bio-engineered)</i>	Kima				Carn.; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>kimogila</i>	Lok	95	90%	630-970	9057	22k-27k	45	75	0	75	0	0	100	-1
<i>kimogila (bio-engineered)</i>	Lok	1	20%	30-40	45	45-55	0	0	0	0	0	0	0	0
<i>kimogila hatchling</i>	Lok	22	33%	210-220	2006	4.1k-5k	0	0	0	55	0	0	100	-1
<i>knad baz nitch</i>	Dath.	46	48%	380-470	4552	9.5k-11.7k	20	20	0	40	0	0	0	0
<i>king merk harvester</i>	Endor	50	50%	395-500	4916	10k-13k	60	-1	0	100	50	0	50	0
<i>king venom nightspider</i>	Naboo	14	30%	160-170	831	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>kliknik</i>	Yavin4	18	32%	170-180	1257	4.1k-5k	20	0	0	-1	0	-1	0	-1
<i>kliknik (bio-engineered)</i>	Yavin4	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>kliknik dark defender</i>	Yavin4	42	44%	360-430	4097	9k-11k	55	45	50	50	50	-1	-1	-1
<i>kliknik dark hunter</i>	Yavin4	38	43%	350-410	3824	8.8k-10.8k	40	40	0	-1	0	-1	-1	-1
<i>kliknik dark queen</i>	Yavin4	40	44%	345-400	3915	9.3k-11.3k	45	45	0	35	35	-1	-1	-1
<i>kliknik dark warrior</i>	Yavin4	40	43%	340-390	4006	9.2k-11.2k	60	40	0	0	0	-1	-1	-1
<i>kliknik dark worker</i>	Yavin4	30	39%	290-300	3005	8.4k-10.2k	0	0	0	0	0	-1	0	-1
<i>kliknik defender</i>	Yavin4	27	35%	230-240	2730	6.8k-8.3k	40	25	35	35	35	-1	-1	-1
<i>kliknik hatchling</i>	Yavin4	22	35%	210-220	2006	5.9k-7.2k	0	0	0	0	0	0	0	0
<i>kliknik hunter</i>	Yavin4	32	39%	300-310	3279	8.5k-10.3k	40	35	0	0	0	-1	-1	-1
<i>kliknik mantis</i>	Yavin4	22	35%	170-180	2006	5.9k-7.2k	20	0	0	-1	0	-1	0	-1
<i>kliknik queen</i>	Yavin4	37	41%	320-350	3642	8.8k-10.8k	60	35	0	35	35	-1	-1	-1
<i>kliknik queen harvester</i>	Yavin4	30	37%	270-280	3005	8.2k-10k	40	40	-1	0	0	-1	-1	-1
<i>kliknik scout</i>	Yavin4	27	36%	240-250	2730	7.2k-8.8k	35	20	0	30	0	0	0	-1
<i>kliknik shredder guardian</i>	Yavin4	30	39%	310-330	3097	8.1k-9.9k	40	0	0	0	0	-1	-1	-1
<i>kliknik warrior</i>	Yavin4	24	34%	200-210	2443	5.4k-6.6k	30	30	0	0	0	0	0	-1
<i>kliknik worker</i>	Yavin4	23	35%	210-220	2219	6.8k-8.3k	0	25	0	0	-1	-1	-1	-1
<i>knotted krevol</i>	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>krahbu</i>	Corel.	10	27%	80-90	292	1k-1.2k	0	0	0	0	0	0	0	-1
<i>krahbu (bio-engineered)</i>	Corel.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>krayt dragon ancient</i>	Tatoo.	336	3000%	2270-4250	28549	410k-501k	95	95	95	95	65	95	95	95
<i>kreetle</i>	Tatoo.	3	23%	35-45	45	90-110	0	0	0	0	0	0	0	-1
<i>kreetle swarming</i>	Tatoo.	6	25%	50-55	147	113-138	5	5	0	0	0	0	0	-1
<i>kusak</i>	Lok	18	31%	170-180	1257	2.9k-3.5k	15	15	30	-1	20	20	-1	-1
<i>kusak (bio-engineered)</i>	Lok	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>kusak hunter</i>	Lok	73	75%	570-850	7023	12k-15k	40	0	0	-1	-1	0	0	-1
<i>kusak maunder</i>	Lok	22	35%	230-240	2006	5k-6.1k	0	15	0	0	-1	0	0	-1
<i>kusak pup</i>	Lok	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1

CREATURES: kimogila — kusak pup

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>kimogila</i>	Kimogila	carn. (1400)	leath. (1300)		Carn.; Killer; Pack; Aggro; Blind attack; Dizzy attack
<i>kimogila (bio-engineered)</i>	Kimogila				Carn.; Killer; Pack; Aggro
<i>kimogila hatchling</i>	Kimogila	carn. (700)	leath. (625)		Carn.; Pack; Aggro; Dizzy attack; Stun attack; Ranged attack (spit)
<i>kinad baz nitch</i>	Baz Nitch	wild (15)	leath. (10)	mamm. (5)	Herb.; Killer; Pack; Herd; Aggro; Tameable (15%); Intimidation attack
<i>king merek harvester</i>	Merek	wild ()	leath. (50)		Carn.; Killer; Pack; Herd; Aggro/ Area attack (poison); Blind attack; Ranged attack (spit)
<i>king venom nightspider</i>	Nightspider	insect (10)			Carn.; Killer; Pack; Herd; Aggro; Poison attack (medium); Stun attack; Ranged attack (spit)
<i>kliknik</i>	Kliknik	carn. (5)	scale. (4)		Carn.; Pack; Aggro; Tameable (25%); Posture down attack; Ranged attack (spit)
<i>kliknik (bio-engineered)</i>	Kliknik				Carn.; Pack; Aggro
<i>kliknik dark defender</i>	Kliknik	carn. (7)	scale. (4)		Carn.; Pack; Aggro; Tameable (15%); Poison attack (mild); Intimidation attack; Ranged attack (spit)
<i>kliknik dark hunter</i>	Kliknik	carn. (6)	scale. (4)		Carn.; Killer; Stalker; Pack; Aggro; Poison attack (strong); Intimidation attack; Ranged attack (spit)
<i>kliknik dark queen</i>	Kliknik	carn. (7)	scale. (4)		Carn.; Pack; Aggro; Dizzy attack; Disease attack (poison); Ranged attack (spit)
<i>kliknik dark warrior</i>	Kliknik	carn. (6)	scale. (4)		Carn.; Killer; Pack; Aggro; Tameable (15%); Stun attack; Intimidation attack; Ranged attack (spit)
<i>kliknik dark worker</i>	Kliknik	carn. (6)	scale. (4)		Carn.; Pack; Aggro; Tameable (25%); Posture down attack
<i>kliknik defender</i>	Kliknik	carn. (7)	scale. (4)		Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>kliknik hatchling</i>	Kliknik	carn. (1)	scale. (4)		Carn.; Pack; Herd
<i>kliknik hunter</i>	Kliknik	carn. (6)	scale. (4)		Carn.; Killer; Pack; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>kliknik mantis</i>	Kliknik	carn. (5)	scale. (4)		Carn.; Pack; Aggro; Tameable (5%); Posture down attack; Ranged attack (spit)
<i>kliknik queen</i>	Kliknik	carn. (7)	scale. (4)		Carn.; Pack; Aggro; Dizzy attack; Poison attack (mild); Ranged attack (spit)
<i>kliknik queen harvester</i>	Kliknik	carn. (15)	scale. (4)		Carn.; Stalker; Pack; Herd; Aggro; Posture down attack; Poison attack (mild); Ranged attack (spit)
<i>kliknik scout</i>	Kliknik	carn. (6)	scale. (4)		Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Poison attack (mild); Ranged attack (spit)
<i>kliknik shredder guardian</i>	Kliknik	carn. (15)	scale. (4)		Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Knockdown attack; Stun attack; Ranged attack (spit)
<i>kliknik warrior</i>	Kliknik	carn. (6)	scale. (4)		Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>kliknik worker</i>	Kliknik	carn. (6)	scale. (4)		Carn.; Pack; Aggro; Tameable (25%); Posture down attack
<i>knotted krevol</i>	Horned Krevol	reptil. (25)	scale. (15)	mamm. (7)	Carn.; Pack; Tameable (25%); Posture down attack
<i>krahbu</i>	Krahbu	herb. (210)	bristl. (135)	mamm. (120)	Herb.; Herd; Tameable (25%); Intimidation attack; Milk (w)
<i>krahbu (bio-engineered)</i>	Krahbu				Herb.; Herd; Milk
<i>kroyt dragon oncent</i>	Kroyt Dragon	carn. (1700)	bristl. (950)	mamm. (905)	Carn.; Killer; Stalker; Pack; Aggro; Area attack (combo); Area attack (knockdown)
<i>kreetle</i>	self	insect (1)	scale. (2)		Carn.; Herd; Aggro; Tameable (25%)
<i>kreetle swarming</i>	Uber Kreetle	insect (1)	scale. (2)		Carn.; Pack; Herd; Aggro; Posture down attack
<i>kusak</i>	Kusak	carn. (20)	bristl. (14)	mamm. (10)	Herb.; Stalker; Pack; Aggro; Stun attack
<i>kusak (bio-engineered)</i>	Kusak				Carn.; Stalker; Pack; Aggro
<i>kusak hunter</i>	Kusak	carn. (20)	bristl. (14)	mamm. (10)	Carn.; Killer; Stalker; Pack; Aggro; Dizzy attack
<i>kusak mauler</i>	Kusak	carn. (21)	bristl. (10)	mamm. (11)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Posture down attack
<i>kusak pup</i>	Kusak	carn. (10)	bristl. (7)	mamm. (5)	Carn.; Stalker; Pack; Aggro; Blind attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>kusak stalker</i>	Lok	24	35%	230-240	2543	6.8k-8.3k	30	15	0	-1	0	0	-1	-1
<i>kwi</i>	Dath.	10	27%	90-110	356	270-330	10	10	0	0	0	0	0	-1
<i>kwi (bio-engineered)</i>	Dath.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>langlatch (bio-engineered)</i>	Lok	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>langlatch destroyer</i>	Lok	20	32%	210-220	1803	2.4k-3k	20	0	0	15	15	45	45	-1
<i>langlatch hatchling</i>	Lok	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
<i>langlatch hunter</i>	Lok	15	31%	160-170	960	2.4k-3k	0	0	0	0	0	0	0	-1
<i>langlatch marauder</i>	Lok	17	31%	170-180	1102	2.9k-3.5k	0	15	0	0	0	0	0	-1
<i>lantern bird</i>	Endor	21	33%	190-200	1803	5k-6.1k	0	30	0	-1	0	-1	-1	-1
<i>large cave beetle</i>	Tatoo.	23	35%	180-190	2443	5.9k-7.2k	50	0	-1	-1	-1	-1	-1	-1
<i>large chuba</i>	Naboo	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>large rock beetle</i>	Tatoo.	21	33%	170-180	2006	4.5k-5.5k	20	20	0	15	0	-1	0	-1
<i>large sand beetle</i>	Tatoo.	29	37%	260-270	3005	8.2k-10k	35	30	0	0	-1	0	0	0
<i>lesser bacatt</i>	Tatoo.	15	30%	150-160	831	2k-2.4k	0	0	0	0	15	15	-1	-1
<i>lesser desert womp rat</i>	Tatoo.	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>lesser dewback</i>	Tatoo.	9	27%	50-55	292	810-990	15	0	10	0	-1	-1	-1	-1
<i>lesser plains bal</i>	Dant.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	0
<i>lethargic behemoth</i>	Lok	23	35%	250-260	2219	6.3k-7.7k	10	10	-1	-1	0	-1	0	0
<i>leviasquall</i>	Rori	19	33%	180-190	1426	4.5k-5.5k	15	0	-1	-1	30	30	-1	0
<i>lice-ridden remmer queen</i>	Endor	37	41%	320-350	3642	8.8k-10.8k	55	35	60	0	0	0	-1	-1
<i>loathsame mangler</i>	Lok	33	40%	335-380	3370	8.2k-10k	20	20	-1	0	0	0	0	0
<i>lowland brackoset</i>	Dath.	10	28%	120-130	292	675-825	0	0	0	0	0	0	0	0
<i>lowland salt mynock</i>	Lok	26	35%	230-240	2730	6.8k-8.3k	20	35	0	50	50	-1	-1	-1
<i>lumbering bolma</i>	Dath.	25	36%	240-250	2543	7.2k-8.8k	0	40	0	-1	-1	-1	-1	-1
<i>lurking angler</i>	Yavin4	30	39%	290-300	3005	8.4k-10.2k	0	0	0	-1	0	-1	0	-1
<i>lurking shear mite</i>	Dath.	15	31%	160-170	831	2.4k-3k	0	10	-1	0	-1	-1	0	-1
<i>mad angler</i>	Yavin4	95	85%	820-1350	9057	13k-16k	50	50	0	-1	0	-1	-1	0
<i>majestic plumed rasp</i>	Corel.	12	29%	160-170	514	405-495	0	0	0	0	0	10	0	-1
<i>majestic whisper bird</i>	Yavin4	19	32%	170-180	1426	4.5k-5.5k	0	0	0	0	0	0	0	0
<i>male kai tok</i>	Rori	14	30%	140-150	714	1.5k-1.9k	15	5	0	0	0	0	0	-1
<i>male langlatch</i>	Lok	14	30%	150-160	714	2k-2.4k	0	15	0	0	0	0	0	-1
<i>male mamien</i>	Yavin4	19	32%	160-170	1426	4.1k-5k	20	15	0	0	-1	-1	0	-1
<i>male mawgax</i>	Yavin4	25	36%	240-250	2543	7.2k-8.8k	20	20	0	-1	0	0	30	-1
<i>male plains tusk cat</i>	Naboo	16	31%	170-180	960	2k-2.4k	0	0	0	35	35	-1	-1	-1
<i>male raba</i>	Talus	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>male snorbal calf</i>	Lok	22	33%	190-200	1803	5k-6.1k	30	30	-1	0	0	-1	0	-1
<i>male squall</i>	Rori	11	29%	120-130	356	1k-1.2k	0	0	0	0	0	0	0	-1
<i>male swamp tusk cat</i>	Naboo	17	31%	170-180	1102	3.5k-4.3k	0	0	0	-1	35	-1	35	-1
<i>male tybis</i>	Yavin4	23	35%	220-230	2219	6.3k-7.7k	0	0	0	0	0	0	0	-1
<i>malignant squill</i>	Tatoo.	50	50%	420-550	4916	9.3k-11.3k	0	0	10	0	100	0	0	0

CREATURES: kusak stalker — malignant squill

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>kusak stalker</i>	Kusak	carn. (20)	bristl. (14)	mamm. (10)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack
<i>kwi</i>	Kwi	herb. (100)	leath. (85)	mamm. (75)	Herb.; Pack; Herd; Tameable (25%); Intimidation attack
<i>kwi (bio-engineered)</i>	Kwi				Herb.; Pack; Herd
<i>langlatch (bio-engineered)</i>	Langlatch				Carn.; Pack; Aggro
<i>langlatch destroyer</i>	Langlatch	carn. (18)	wooly (10)	mamm. (10)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Stun attack; Knockdown attack
<i>langlatch hatchling</i>	Langlatch	carn. (5)	wooly (3)	mamm. (3)	Carn.; Pack; Aggro; Posture down attack
<i>langlatch hunter</i>	Langlatch	carn. (15)	wooly (15)	mamm. (15)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Dizzy attack
<i>langlatch marauder</i>	Langlatch	carn. (12)	wooly (11)	mamm. (11)	Carn.; Pack; Aggro; Tameable (25%); Blind attack
<i>lantern bird</i>	Lantern	herb. ()	leath. (41)	avian (46)	Herb.; Pack; Herd; Tameable (25%)
<i>large cave beetle</i>	Rock Beetle	insect (10)	scale. (14)		Carn.; Killer; Pack; Aggro; Tameable (25%); Posture down attack; Ranged attack (spit)
<i>large chuba</i>	Chuba	herb. (10)	leath. (6)		Herb.; Herd; Tameable (25%)
<i>large rock beetle</i>	Rock Beetle	insect (10)	scale. (14)		Carn.; Killer; Pack; Aggro; Tameable (25%); Posture down attack
<i>large sand beetle</i>	Gt. Sand Beet.	insect (10)	scale. (14)		Herb.; Killer; Pack; Aggro; Tameable (25%); Blind attack; Stun attack
<i>lesser bocatt</i>	Bocatt	reptil. (100)	leath. (60)	mamm. (35)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Posture down attack; Stun attack
<i>lesser desert womp rat</i>	Les. Des. W'rat	wild (2)	leath. (2)	mamm. (1)	Carn.; Herd; Tameable (25%)
<i>lesser dewback</i>	self	reptil. (175)	leath. (125)	mamm. (100)	Carn.; Pack; Tameable (25%); Stun attack
<i>lesser plains bol</i>	Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Herd; Tameable (25%); Milk
<i>lethargic behemoth</i>	Flit	avian (11)		avian (13)	Carn.; Pack; Aggro; Tameable (5%); Stun attack; Knockdown attack
<i>leviasquall</i>	Squall	herb. (50)	bristl. (61)	mamm. (50)	Herb.; Pack; Herd; Tameable (25%); Stun attack
<i>lice-ridden remmer queen</i>	Remmer	carn. ()	bristl. ()		Herb.; Pack; Aggro; Knockdown attack; Disease attack (medium); Ranged attack (spit)
<i>loathsome mangler</i>	Gurk	herb. (350)	leath. (276)	mamm. (301)	Herb.; Killer; Pack; Aggro; Tameable (5%); Dizzy attack; Intimidation attack
<i>lowland brackaset</i>	Brackaset	wild (75)	leath. (65)	mamm. (60)	Herb.; Herd; Tameable (25%); Milk (w)
<i>lowland salt mynock</i>	Mynock	herb. (55)	leath. (73)	mamm. (25)	Carn.; Killer; Pack; Aggro; Tameable (25%); Dizzy attack; Disease attack (medium)
<i>lumbering bolma</i>	Bolma	wild ()	leath. (160)	mamm. (150)	Herb.; Pack; Herd; Intimidation attack; Stun attack
<i>lurking angler</i>	Angler	insect (4)			Carn.; Stalker; Pack; Aggro; Poison attack (medium); Intimidation attack; Ranged attack (spit)
<i>lurking shear mite</i>	Shearmite	insect (15)	scale. (12)		Carn.; Stalker; Pack; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>mad angler</i>	Angler	insect (3)			Carn.; Killer; Stalker; Pack; Aggro; Poison attack (strong); Blind attack; Ranged attack (spit)
<i>majestic plumed rasp</i>	Rasp	avian (5)		avian (4)	Herb.; Pack; Stun attack
<i>majestic whisper bird</i>	Whisperbird	avian (65)		avian (40)	Herb.; Pack; Herd; Tameable (5%); Stun attack
<i>male kai tok</i>	Kai Tok	carn. (25)	leath. (41)	avian (46)	Carn.; Pack; Tameable (25%); Posture down attack; Ranged attack (spit)
<i>male langlatch</i>	Langlatch	carn. (10)	wooly (9)	mamm. (9)	Carn.; Pack; Aggro; Tameable (25%); Posture down attack
<i>male mamien</i>	Marnien	wild (45)	wooly (20)	mamm. (20)	Herb.; Pack; Tameable (25%); Stun attack
<i>male mawgax</i>	Mawgax	domest. (100)	leath. (70)	avian (55)	Herb.; Pack; Herd; Intimidation attack
<i>male plains tusk cat</i>	Tusk Cat	carn. (75)	bristl. (45)	mamm. (40)	Carn.; Killer; Stalker; Tameable (25%); Blind attack
<i>male roba</i>	Roba	carn. (11)	leath. (17)	mamm. (12)	Carn.; Pack; Herd; Tameable (25%); Dizzy attack
<i>male snorbal calf</i>	Snorbal	herb. (500)	leath. (401)	mamm. (351)	Herb.; Herd; Dizzy attack; Stun attack
<i>male squall</i>	Squall	herb. (10)	bristl. (15)	mamm. (10)	Herb.; Herd; Tameable (25%); Stun attack
<i>male swamp tusk cat</i>	Swamp Tusk C.	carn. (70)	bristl. (40)	mamm. (35)	Carn.; Killer; Stalker; Tameable (25%); Blind attack
<i>male tybis</i>	Tybis	herb. (275)	bristl. (200)	mamm. (125)	Herb.; Pack; Herd
<i>malignant squill</i>	Squill	carn. (25)	leath. (25)	mamm. (20)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (10%); Disease attack (strong); Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>malkloc</i>	Dath.	22	33%	190-200	2006	5.4k-6.6k	15	20	0	-1	-1	-1	0	45
<i>malkloc (bio-engineered)</i>	Dath.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>malkloc bull</i>	Dath.	28	35%	240-250	2822	8.2k-10k	35	35	0	-1	-1	-1	0	50
<i>malkloc plainswalker</i>	Dath.	84	70%	535-780	7945	29k-36k	100	50	0	-1	-1	-1	0	100
<i>mamien jungle lord</i>	Yavin4	24	35%	180-190	2443	6.3k-7.7k	0	20	0	0	0	0	0	-1
<i>mamien matriarch</i>	Yavin4	20	33%	180-190	1803	4.5k-5.5k	0	20	0	0	0	0	0	-1
<i>mamien youth</i>	Yavin4	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
<i>mammoth bearded jax</i>	Rori	18	32%	160-170	1257	3.5k-4.3k	0	20	40	0	0	-1	-1	-1
<i>mammoth thune</i>	Dant.	129	475%	720-1150	12235	81k-99k	35	35	0	0	0	0	0	0
<i>mantigrue hunter</i>	Endor	38	41%	320-350	3733	8.8k-10.8k	40	40	0	-1	80	-1	80	80
<i>mantigrue night stalker</i>	Endor	28	36%	290-300	2914	7.2k-8.8k	30	40	0	-1	-1	-1	-1	-1
<i>mantigrue reaper</i>	Endor	50	47%	370-450	4825	9.7k-11.9k	40	40	70	0	70	70	70	70
<i>mantigrue screecher</i>	Endor	55	55%	420-550	5281	11k-13k	35	35	0	0	0	-1	0	0
<i>massive gnart</i>	Naboo	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>mature hanadak</i>	Endor	31	39%	290-300	3097	8.4k-10.2k	25	0	-1	80	80	80	-1	-1
<i>mature hanadak rock smasher</i>	Endor	35	41%	330-370	3460	8.7k-10.7k	0	60	0	-1	-1	-1	-1	-1
<i>mature pygmy torton</i>	Rori	26	35%	250-260	2730	5k-6.1k	35	35	0	0	-1	-1	-1	60
<i>mature reptilian flier</i>	Dath.	20	32%	190-200	1609	5k-6.1k	0	10	0	35	35	-1	0	-1
<i>mature snorbal female</i>	Lok	31	39%	290-300	3097	8.4k-10.2k	40	40	0	-1	-1	-1	-1	0
<i>mature snorbal male</i>	Lok	32	40%	305-320	3188	8.6k-10.5k	35	35	0	-1	-1	-1	-1	0
<i>Mauler veermak</i>	Naboo	19	33%	180-190	1426	4.5k-5.5k	25	0	0	-1	-1	0	-1	0
<i>maverick gualama</i>	Naboo	14	30%	150-160	609	2k-2.4k	0	10	0	0	0	0	-1	-1
<i>mawgax (bio-engineered)</i>	Yavin4	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>mawgax raptor</i>	Yavin4	30	39%	240-250	3005	8.3k-10.1k	20	20	0	-1	0	0	30	-1
<i>mawgax youth</i>	Yavin4	21	34%	200-210	1803	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>meager tortur</i>	Talus	14	30%	150-160	609	2k-2.4k	0	0	0	0	0	0	0	-1
<i>meek avenging squall</i>	Rori	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>merek (bio-engineered)</i>	Endor	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>merek assassin</i>	Endor	31	39%	325-360	3188	7.7k-9.4k	50	0	0	0	-1	0	-1	-1
<i>merek cavern creeper</i>	Endor	40	44%	345-400	3915	9.3k-11.3k	40	0	0	0	-1	0	0	0
<i>merek death's head</i>	Endor	56	55%	480-670	5464	9.9k-12.1k	0	0	0	0	0	0	0	0
<i>merek harvester</i>	Endor	55	55%	445-600	5281	11k-14k	75	-1	0	0	0	-1	0	-1
<i>midnight vir vur</i>	Rori	16	32%	160-170	960	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>mine rat</i>	Dant.	102	100%	645-1000	9708	24k-30k	55	55	80	35	35	35	100	35
<i>minor gorax</i>	Endor	131	400%	745-1200	12424	89k-109k	65	65	50	50	50	0	50	50
<i>minor gubbur</i>	Corel.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>minor guf drolg</i>	Talus	9	27%	80-90	292	675-825	0	0	10	0	0	0	0	-1
<i>minor sludge panther</i>	Talus	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>minor worrt</i>	Tatoo.	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>mire marauder</i>	Talus	56	55%	445-600	5464	9.7k-11.9k	55	55	0	80	-1	-1	0	-1
<i>monstrous brute</i>	Dath.	87	82%	595-900	8315	13k-16k	0	60	0	100	100	100	0	0
<i>motley kaadu</i>	Naboo	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>mott</i>	Naboo	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>malkloc</i>	Malkloc	herb. (1100)	leath. (1200)	mamm. (1100)	Herb.; Pack; Herd; Tameable (25%); Intimidation attack
<i>malkloc (bio-engineered)</i>	Malkloc				Herb.; Pack; Herd
<i>malkloc bull</i>	Malkloc	herb. (1400)	leath. (1500)	mamm. (1200)	Herb.; Pack; Herd; Stun attack
<i>malkloc plainswalker</i>	Malkloc PW	herb. (2400)	leath. (2100)	mamm. (1700)	Herb.; Pack; Herd; Dizzy attack; Area attack (knockdown)
<i>mamien jungle lord</i>	Marnien	wild (18)	wooly (18)	mamm. (18)	Carn.; Pack; Herd; Aggro; Tameable (5%); Knockdown attack; Dizzy attack
<i>mamien matriarch</i>	Marnien	wild (17)	wooly (20)	mamm. (20)	Carn.; Killer; Pack; Herd; Aggro; Knockdown attack; Intimidation attack
<i>mamien youth</i>	Marnien	wild (35)	wooly (20)	mamm. (20)	Herb.; Intimidation attack
<i>mammoth bearded jax</i>	Jax	herb. (25)	bristl. (35)	mamm. (25)	Herb.; Stalker; Pack; Herd; Tameable (25%); Dizzy attack; Stun attack
<i>mammoth thune</i>	Thune	herb. (225)	wooly (190)		Herb.; Killer; Pack; Herd; Aggro; Dizzy attack; Posture down attack
<i>mantigrue hunter</i>	Mantigrue	carn. ()	wooly ()		Carn.; Pack; Aggro; Tameable (20%); Blind attack
<i>mantigrue night stalker</i>	Mantigrue	carn. ()	wooly ()		Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Posture down attack; Ranged attack (spit)
<i>mantigrue reaper</i>	Mantigrue	carn. ()	wooly ()		Carn.; Pack; Aggro; Intimidation attack; Ranged attack (spit)
<i>mantigrue screecher</i>	Mantigrue	carn. ()	wooly ()		Carn.; Pack; Aggro; Tameable (1%); Intimidation attack; Area attack (disease)
<i>massive gnort</i>	Gnort	herb. (12)	leath. (8)	mamm. (6)	Herb.; Herd
<i>mature hanadak</i>	Hanadak	carn. (20)	bristl. (20)	mamm. (20)	Carn.; Pack; Herd; Aggro; Tameable (25%); Intimidation attack; Dizzy attack
<i>mature hanadak rock smasher</i>	Hanadak	carn. ()	bristl. (35)	mamm. (35)	Carn.; Pack; Aggro; Tameable (25%); Stun attack; Dizzy attack
<i>mature pygmy torton</i>	Torton	carn. (700)	wooly (500)	mamm. (700)	Herb.; Killer; Pack; Herd; Aggro; Stun attack; Dizzy attack
<i>mature reptilian flier</i>	Reptilian Flier	avian (130)	leath. (85)	avian (80)	Carn.; Pack; Aggro; Tameable (25%); Blind attack
<i>mature snorbal female</i>	Snorbal	herb. (545)	leath. (440)	mamm. (400)	Herb.; Pack; Herd; Posture down attack; Knockdown attack; Milk (w)
<i>mature snorbal male</i>	Snorbal male	herb. (545)	leath. (440)	mamm. (400)	Herb.; Pack; Herd; Posture down attack; Stun attack
<i>Mauler veermok</i>	Mauler	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Stalker; Pack; Aggro; Dizzy attack; Stun attack
<i>maverick gualama</i>	self	wild (200)	wooly (150)	mamm. (90)	Herb.; Aggro; Stun attack
<i>mawgax (bio-engineered)</i>	Mawgax				Herb.; Pack; Herd
<i>mawgax raptor</i>	Mawgax	domest. (100)	leath. (70)	avian (55)	Herb.; Pack; Herd; Aggro; Tameable (5%); Intimidation attack
<i>mawgax youth</i>	Mawgax	domest. (90)	leath. (60)	avian (45)	Herb.; Pack; Herd
<i>meager tortur</i>	Tortur	carn. (650)	leath. (575)	mamm. (650)	Herb.; Herd; Stun attack
<i>meek avenging squall</i>	Squall	herb. (12)	bristl. (9)	mamm. (9)	Herbivore
<i>merek (bio-engineered)</i>	Merek				Carn.; Pack
<i>merek assassin</i>	Merek	wild ()	leath. (45)		Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack; Poison attack (strong)
<i>merek cavern creeper</i>	Merek	wild ()	leath. (45)		Carn.; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Intimidation attack; Ranged attack (spit)
<i>merek death's head</i>	Merek	wild ()	leath. (45)		Carn.; Killer; Pack; Aggro; Tameable (0.5%); Poison attack (strong); Disease attack (strong)
<i>merek harvester</i>	Merek	wild ()	leath. (45)		Carn.; Pack; Aggro; Area attack (combo); Dizzy attack
<i>midnight vir vur</i>	Vir Vur	avian (10)	wooly ()	mamm. (2)	Carn.; Stalker; Pack; Tameable (25%); Intimidation attack
<i>mine rat</i>	Death Watch (")	wild ()	scale. ()		Carn.; Killer; Pack; Aggro; Intimidation attack; Knockdown attack
<i>minor gorax</i>	Gorax (")				Carn.; Killer; Pack; Aggro; Area attack
<i>minor gubbur</i>	Gubbur	carn. (3)	leath. (2)	mamm. (2)	Herb.; Herd
<i>minor guf drolg</i>	Guf Drolg	reptil. (300)	leath. (240)	mamm. (170)	Carn.; Pack; Tameable (25%); Posture down attack
<i>minor sludge panther</i>	Sludge Panth.	carn. (20)	leath. (27)	mamm. (27)	Carn.; Pack; Tameable (25%); Intimidation attack
<i>minor worrt</i>	self	reptil. (3)	leath. (3)	mamm. (1)	Carn.; Herd; Tameable (25%)
<i>mire marauder</i>	Sludge Panth.	carn. (150)	leath. (140)	mamm. (140)	Carn.; Killer; Stalker; Pack; Aggro; Posture down attack; Stun attack
<i>monstrous brute</i>	Rancor	carn. (950)	leath. (878)	mamm. (778)	Carn.; Killer; Pack; Aggro; Knockdown attack; Area attack
<i>motley kaadu</i>	Kaadu	avian (120)	leath. (75)	avian (65)	Herb.; Herd; Milk
<i>mott</i>	Mott	herb. (85)	leath. (60)	mamm. (25)	Herb.; Herd; Tameable (25%); Posture down attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>mott (bio-engineered)</i>	Naboo	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>mott bull</i>	Naboo	11	29%	130-140	430	810-990	0	0	0	0	0	0	0	-1
<i>mott calf</i>	Naboo	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
<i>mottled wrix</i>	Corel.	18	32%	170-180	1426	4.1k-5k	10	10	-1	-1	0	0	-1	-1
<i>mound mite</i>	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>mountain dewback</i>	Tatoo.	20	32%	190-200	1609	5k-6.1k	20	0	0	40	40	-1	-1	-1
<i>mountain ikopi</i>	Naboo	17	31%	170-180	1102	2.9k-3.5k	15	0	0	0	0	-1	-1	-1
<i>mountain krevol</i>	Naboo	15	30%	150-160	831	2k-2.4k	15	5	0	35	0	0	0	-1
<i>mountain murra</i>	Corel.	17	31%	170-180	1102	4.1k-5k	0	20	25	-1	0	-1	-1	-1
<i>mountain squill</i>	Tatoo.	34	41%	315-340	3279	8.7k-10.7k	0	0	0	-1	0	0	0	-1
<i>mountain squill guardian</i>	Tatoo.	40	42%	325-360	3915	8.9k-10.9k	60	60	0	-1	0	0	0	-1
<i>mountain squill hunter</i>	Tatoo.	25	35%	210-220	2543	5.9k-7.2k	35	35	0	0	-1	-1	-1	-1
<i>mountain torton</i>	Rori	34	37%	300-310	3460	8.2k-10k	40	40	70	-1	-1	60	60	60
<i>mountain vesp</i>	Lok	24	35%	230-240	2443	6.8k-8.3k	35	0	0	-1	-1	-1	-1	-1
<i>mountain worrt</i>	Tatoo.	22	34%	200-210	1803	4.5k-5.5k	0	30	0	35	35	-1	-1	-1
<i>murra</i>	Corel.	10	27%	80-90	292	810-990	0	0	10	0	0	0	0	-1
<i>mutant bark mite hatchling</i>	Rori	10	27%	80-90	430	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>mutant bark mite queen</i>	Rori	38	39%	320-350	3824	8.5k-10.3k	65	65	0	55	55	-1	-1	-1
<i>mutant bark mite soldier</i>	Rori	24	33%	230-240	2543	5.9k-7.2k	30	30	-1	20	20	-1	-1	-1
<i>mutant bark mite worker</i>	Rori	12	28%	130-140	609	2k-2.4k	5	5	0	0	0	0	0	-1
<i>mutant baz nitch</i>	Dath.	30	39%	290-300	3097	8.4k-10.2k	0	0	0	0	0	0	0	0
<i>mutant rancor</i>	Dath.	75	70%	495-700	7207	12k-15k	45	60	0	100	100	100	0	0
<i>mutant womp rat</i>	Tatoo.	13	29%	130-140	609	1k-1.2k	10	15	0	0	0	0	15	-1
<i>mutated kahmurra</i>	Talus	26	35%	230-240	2637	6.8k-8.3k	25	25	0	40	40	40	-1	-1
<i>mutated krevol clicker</i>	Corel.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>narglatch</i>	Naboo	22	34%	200-210	2006	5.4k-6.6k	25	0	0	-1	0	50	-1	-1
<i>narglatch (bio-engineered)</i>	Naboo	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>narglatch cub</i>	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>narglatch guardian</i>	Naboo	18	31%	170-180	1426	2.9k-3.5k	10	20	0	-1	0	50	-1	-1
<i>narglatch hunter</i>	Naboo	12	29%	130-140	609	1.2k-1.4k	0	0	0	0	0	15	0	-1
<i>narglatch matriarch</i>	Naboo	27	36%	250-260	2822	7.7k-9.4k	30	25	0	-1	0	65	-1	-1
<i>Nightsister bull rancor</i>	Dath.	65	60%	455-620	6288	11k-14k	0	60	0	100	100	100	0	0
<i>Nightsister enraged bull rancor</i>	Dath.	89	85%	570-850	8500	13k-16k	0	70	0	100	100	100	0	0
<i>Nightsister enraged rancor</i>	Dath.	80	75%	570-850	7668	12k-15k	0	60	0	100	100	100	0	0
<i>Nightsister rancor</i>	Dath.	55	50%	395-500	5373	10k-12k	30	60	0	100	100	100	0	0
<i>nightspider</i>	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>nightspider aggressor</i>	Naboo	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>nightspider poison spitter</i>	Naboo	11	29%	130-140	430	810-990	0	0	0	0	0	0	15	-1
<i>nocuous komurith</i>	Dath.	46	48%	395-500	4552	9.3k-11.3k	0	0	0	0	0	0	0	0
<i>noxious squill</i>	Endor	19	33%	180-190	1426	4.5k-5.5k	10	0	0	-1	-1	-1	35	-1

CREATURES: mott (bio-engineered) — noxious squill

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>mott (bio-engineered)</i>	Mott				Herb., Herd
<i>mott bull</i>	Mott	herb. (100)	leath. (65)	mamm. (40)	Herb., Pack; Tameable (25%); Intimidation attack
<i>mott calf</i>	Mott	herb. (45)	leath. (30)	mamm. (15)	Herb., Pack
<i>mottled wrix</i>	Wrix	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Stun attack; Disease attack (medium)
<i>mound mite</i>	self	insect (3)	scale. (4)		Carn.; Pack; Tameable (25%); Stun attack
<i>mountain dewback</i>	self	reptil. (330)	leath. (240)	mamm. (170)	Herb.; Pack; Tameable (25%); Knockdown attack; Dizzy attack
<i>mountain ikopi</i>	self	wild (75)	bristl. (60)	mamm. (50)	Herb.; Pack; Stun attack; Milk (w)
<i>mountain krevol</i>	self	insect (3)	scale. (2)		Herb.; Pack; Tameable (25%); Posture down attack
<i>mountain murra</i>	self	herb. (75)	bristl. (35)	mamm. (45)	Herb.; Pack; Herd; Tameable (25%); Stun attack; Milk (w)
<i>mountain squill</i>	Mtn. Squill	carn. (3)	leath. (3)	mamm. (2)	Carn.; Stalker; Aggro; Tameable (25%); Blind attack; Intimidation attack
<i>mountain squill guardian</i>	Mtn. Squill	carn. (3)	leath. (4)	mamm. (2)	Carn.; Pack; Aggro; Intimidation attack; Knockdown attack
<i>mountain squill hunter</i>	Mtn. Squill	carn. (2)	leath. (2)	mamm. (1)	Carn.; Pack; Aggro; Intimidation attack
<i>mountain torton</i>	Torton	carn. (1400)	wooly (1225)	mamm. (1400)	Herb.; Killer; Pack; Herd; Dizzy attack; Stun attack
<i>mountain vesp</i>	Vesp	reptil. (11)	leath. (5)		Carn.; Pack; Aggro; Tameable (25%); Blind attack; Dizzy attack; Ranged attack (spit)
<i>mountain worrt</i>	self	reptil. (4)	leath. (3)	mamm. (2)	Carn.; Tameable (25%); Knockdown attack; Dizzy attack; Ranged attack (spit)
<i>murra</i>	Murra	herb. (55)	bristl. (35)	mamm. (32)	Herb.; Herd; Tameable (25%); Posture down attack; Milk (w)
<i>mutant bark mite hatchling</i>	Mut. Bark Mite	insect (10)	bristl. (8)		Carn.; Killer; Pack; Herd; Aggro; Blind attack
<i>mutant bark mite queen</i>	Mut. Bark Mite	insect (35)	bristl. (35)		Carn.; Killer; Pack; Herd; Aggro; Poison attack (strong); Area attack (bleeds)
<i>mutant bark mite soldier</i>	Mut. Bark Mite	insect (25)	bristl. (20)		Carn.; Killer; Pack; Herd; Aggro; Poison attack (strong); Ranged attack (spit)
<i>mutant bark mite worker</i>	Mut. Bark Mite	insect (15)	bristl. (10)		Carn.; Killer; Pack; Herd; Aggro; Stun attack; Healer
<i>mutant baz nitch</i>	Baz Nitch	wild (5)	leath. (3)	mamm. (3)	Herb.; Killer; Pack; Herd; Aggro; Tameable (25%)
<i>mutant rancor</i>	Rancor	carn. (1020)	leath. (901)	mamm. (851)	Carn.; Killer; Pack; Aggro; Area attack (bleeds); Dizzy attack
<i>mutant womp rat</i>	Womprat	wild (6)	leath. (5)	mamm. (4)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Stun attack
<i>mutated kahmurra</i>	Kahmurra	herb. (50)	bristl. (33)	mamm. (37)	Carn.; Pack; Tameable (25%); Stun attack
<i>mutated krevol clicker</i>	Horned Krevol	insect (10)			Carn.; Pack; Herd; Aggro; Tameable (25%); Stun attack; Blind attack; Ranged attack (spit)
<i>narglatch</i>	Narglatch	carn. (75)	bristl. (45)	mamm. (40)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack; Stun attack
<i>narglatch (bio-engineered)</i>	Narglatch				Carn.; Stalker; Pack; Aggro
<i>narglatch cub</i>	Narglatch	carn. (30)	bristl. (25)	mamm. (20)	Carn.; Stalker; Pack
<i>narglatch guardian</i>	Narglatch	carn. (65)	bristl. (35)	mamm. (35)	Carn.; Killer; Stalker; Pack; Aggro; Intimidation attack; Stun attack
<i>narglatch hunter</i>	Narglatch	carn. (65)	bristl. (35)	mamm. (35)	Carn.; Killer; Stalker; Pack; Aggro; Intimidation attack; Stun attack
<i>narglatch matriarch</i>	Narglatch	carn. (65)	bristl. (35)	mamm. (35)	Carn.; Killer; Stalker; Pack; Aggro; Intimidation attack; Stun attack
<i>Nightsister bull rancor</i>	Nightsister (")	carn. (1020)	leath. (900)	mamm. (850)	Carn.; Killer; Pack; Aggro; Area attack (disease); Dizzy attack
<i>Nightsister enraged bull rancor</i>	Nightsister (")	carn. (880)	leath. (750)	mamm. (670)	Carn.; Killer; Pack; Aggro; Knockdown attack; Area attack (knockdown)
<i>Nightsister enraged rancor</i>	Nightsister (")	carn. (950)	leath. (878)	mamm. (778)	Carn.; Killer; Pack; Aggro; Knockdown attack; Area attack
<i>Nightsister rancor</i>	Nightsister (")	carn. (950)	leath. (876)	mamm. (776)	Carn.; Killer; Stalker; Pack; Aggro; Posture down attack; Area attack (knockdown)
<i>nightspider</i>	Nightspider	insect (60)			Carn.; Posture down attack; Poison attack (mild)
<i>nightspider aggressor</i>	Nightspider	insect (5)			Carn.; Stalker; Pack; Herd; Aggro; Posture down attack; Poison attack (mild)
<i>nightspider poison spitter</i>	Nightspider	insect (7)			Carn.; Stalker; Pack; Herd; Aggro; Stun attack; Poison attack (mild)
<i>nocuous kamurith</i>	Kamurith	carn. (90)	leath. (65)	avian (50)	Carn.; Killer; Pack; Aggro; Dizzy attack; Poison attack (strong)
<i>noxious squill</i>	Endor Squill	carn. (0)			Carn.; Pack; Herd; Aggro; Tameable (25%); Stun attack; Disease attack (mild)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>noxious vrelt scavenger</i>	Corel.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>nudfuh</i>	Rori	13	30%	140-150	514	1.5k-1.9k	0	0	0	0	15	0	0	0
<i>nuna</i>	Naboo	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>Nym's domesticated gurl</i>	Lok	26	36%	240-250	2637	7.2k-8.8k	20	25	0	45	45	-1	-1	-1
<i>Nym's kusak guardian</i>	Lok	29	37%	270-280	2914	8.2k-10k	35	0	0	-1	-1	60	60	-1
<i>ominous skreeg</i>	Yavin4	24	36%	210-220	2443	6.8k-8.3k	0	25	0	-1	0	-1	-1	-1
<i>oozing dung mite guardian</i>	Talus	17	31%	150-160	1257	4.1k-5k	0	15	0	0	0	0	50	-1
<i>overkreetle</i>	Tatoo.	13	29%	150-160	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>paralope</i>	Corel.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>peko peko</i>	Naboo	14	30%	150-160	609	2k-2.4k	0	0	25	0	0	0	0	-1
<i>peko peko albatross</i>	Naboo	155	775%	945-1600	14694	74k-91k	100	80	30	80	80	90	0	0
<i>percussive rosp</i>	Talus	12	29%	140-150	514	1k-1.2k	0	0	0	0	0	10	0	-1
<i>perlek</i>	Lok	14	30%	140-150	714	1.5k-1.9k	5	25	0	0	0	0	0	-1
<i>perlek ravager</i>	Lok	18	32%	180-190	1426	2.4k-3k	0	0	0	50	50	-1	50	-1
<i>perlek scavenger</i>	Lok	15	31%	160-170	831	2.4k-3k	0	0	0	30	30	-1	-1	-1
<i>pharple</i>	Lok	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>pigmy pugoriss</i>	Rori	8	27%	90-110	187	180-220	0	0	0	0	0	0	0	-1
<i>piket</i>	Dant.	30	39%	290-300	3005	8.4k-10.2k	0	0	0	-1	0	0	-1	-1
<i>piket (bio-engineered)</i>	Dant.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>piket longhorn</i>	Dant.	37	41%	320-350	3642	8.8k-10.8k	45	40	-1	0	0	0	0	0
<i>piket longhorn female</i>	Dant.	30	39%	290-300	2914	8.4k-10.2k	0	0	0	65	65	65	65	0
<i>piket plains walker</i>	Dant.	32	40%	290-300	3188	8.7k-10.7k	40	0	0	0	0	-1	-1	-1
<i>plague rat</i>	Tatoo.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>plains hunter</i>	Naboo	31	39%	310-330	3188	8.4k-10.2k	0	0	0	0	0	0	5	0
<i>plodding falumpaset</i>	Naboo	10	28%	80-90	292	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>plumed rosp</i>	Corel.	7	26%	80-90	147	135-165	0	0	0	0	0	15	0	-1
<i>poisonous krevol queen</i>	Rori	15	30%	170-180	960	1.5k-1.9k	25	0	0	-1	20	0	20	-1
<i>poisonous spined puc</i>	Yavin4	19	33%	180-190	1426	4.5k-5.5k	10	0	0	-1	-1	-1	-1	-1
<i>potbellied vrobol</i>	Rori	12	29%	130-140	430	1.2k-1.4k	0	0	0	10	0	0	0	-1
<i>pouncing jax</i>	Endor	13	29%	150-160	609	1.5k-1.9k	0	0	10	0	0	0	0	-1
<i>prowling gurreck</i>	Endor	45	44%	365-440	4370	8.9k-10.9k	65	65	0	0	-1	0	0	0
<i>pudgy nudfuh</i>	Rori	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
<i>pugoriss</i>	Rori	14	30%	140-150	609	1.2k-1.4k	10	10	0	0	15	0	0	-1
<i>pugoriss (bio-engineered)</i>	Rori	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>puny gackle bat</i>	Yavin4	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>puny stintaril</i>	Yavin4	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>puny tanc mite</i>	Yavin4	2	21%	35-40	45	68-83	0	0	0	0	0	0	0	-1
<i>purbole</i>	Dath.	17	31%	170-180	1102	2.9k-3.5k	10	10	0	-1	-1	40	-1	-1
<i>purbole elder</i>	Dath.	24	35%	190-200	2443	7.7k-9.4k	20	25	0	-1	-1	70	-1	-1
<i>purbole hunter</i>	Dath.	21	32%	170-180	2006	5k-6.1k	25	25	0	-1	-1	45	-1	-1
<i>purbole scout</i>	Dath.	16	31%	170-180	960	2.4k-3k	0	15	10	15	15	-1	-1	-1

CREATURES: noxious vrelt scavenger — purbole scout

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>noxious vrelt scavenger</i>	Vrelt	carn. (10)	bristl. (10)	mamm. (10)	Carn.; Stalker; Pack; Herd; Aggro; Tameable (25%); Stun attack; Disease attack (mild); Ranged attack (spit)
<i>nudfuh</i>	Nudfuh	herb. (1000)	leath. (1100)	mamm. (1000)	Herb.; Herd; Intimidation attack
<i>nuna</i>	self	avian (3)	leath. (4)	avian (2)	Herb.; Herd; Tameable (25%)
<i>Nym's domesticated gurl</i>	Nym (")	herb. (350)	leath. (275)	mamm. (300)	Herb.; Pack; Dizzy attack; Stun attack
<i>Nym's kusak guardian</i>	Nym (")				Carn.; Stalker; Pack; Dizzy attack; Stun attack
<i>ominous skreeg</i>	Skreeg	herb. (5)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Tameable (5%); Stun attack
<i>oozing dung mite guardian</i>	Decay Mite	insect (12)			Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Disease attack (medium); Stun attack; Ranged attack (spit)
<i>overkreetle</i>	Uber Kreetle	insect (8)	scale. (12)		Carn.; Pack; Herd; Aggro; Intimidation attack
<i>paralope</i>	Paralope	herb. (5)	wooly (3)	mamm. (2)	Herb.; Herd; Tameable (25%); Milk (w)
<i>peko peko</i>	self	avian (105)	wooly (40)	avian (30)	Carn.; Tameable (25%); Intimidation attack
<i>peko peko albatross</i>	Gt. Peko Peko	avian (400)	wooly (120)	avian (100)	Carn.; Killer; Pack; Herd; Area attack (combo); Area attack (knockdown)
<i>percussive rasp</i>	Rasp	avian (12)		avian (5)	Herb.; Stalker; Pack; Intimidation attack
<i>perlek</i>	Perlek	avian (250)	leath. (100)	avian (175)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>perlek ravager</i>	Perlek	avian (275)	leath. (115)	avian (190)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack; Stun attack; Ranged attack (spit)
<i>perlek scavenger</i>	Perlek	avian (275)	leath. (115)	avian (185)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Stun attack; Ranged attack (spit)
<i>pharple</i>	Pharple	avian (18)	bristl. (10)	avian (7)	Herb.; Pack; Herd
<i>pigmy pugoriss</i>	Pugoriss	carn. (300)	leath. (350)	mamm. (300)	Herb.; Herd; Stun attack
<i>piket</i>	Piket	herb. ()	scale. ()		Herb.; Pack; Herd; Tameable (25%); Stun attack; Milk (w)
<i>piket (bio-engineered)</i>	Piket				Herb.; Pack; Herd; Milk
<i>piket longhorn</i>	Piket	herb. ()	scale. ()		Herb.; Pack; Herd; Tameable (20%); Blind attack; Intimidation attack
<i>piket longhorn female</i>	Piket	herb. ()	scale. ()		Herb.; Herd; Dizzy attack; Posture down attack; Milk (w)
<i>piket plains walker</i>	Piket	herb. ()	scale. ()		Herb.; Pack; Herd; Tameable (20%); Dizzy attack; Milk (w)
<i>plague rat</i>	Womprat	wild (4)	leath. (3)	mamm. (2)	Carn.; Pack; Herd; Aggro; Tameable (5%); Intimidation attack; Disease attack (mild)
<i>plains hunter</i>	Tusk Cat	carn. (65)	bristl. (35)	mamm. (35)	Carn.; Killer; Stalker; Pack; Aggro; Intimidation attack; Stun attack
<i>plodding folumpaset</i>	Naboo	domest. (230)	leath. (130)	mamm. (80)	Herb.; Herd; Stun attack; Ranged attack (spit) ; Milk
<i>plumed rasp</i>	Rasp	avian (3)		avian (2)	Herb.; Tameable (25%)
<i>poisonous krevol queen</i>	Krevol	insect (12)			Carn.; Killer; Pack; Herd; Aggro; Blind attack; Disease attack (poison); Ranged attack (spit)
<i>poisonous spined puc</i>	Spined Puc	reptil. (7)	leath. (7)		Carn.; Pack; Aggro; Tameable (5%); Poison attack (strong); Stun attack
<i>potbellied vrobol</i>	Vrobol	carn. (10)	leath. (15)	mamm. (10)	Herb.; Tameable (25%)
<i>pouncing jax</i>	Jax	herb. ()	bristl. (35)	mamm. (25)	Carn.; Pack; Tameable (25%); Dizzy attack
<i>prowling gurreck</i>	Gurreck	carn. ()	wooly ()		Carn.; Stalker; Pack; Aggro; Tameable (5%); Blind attack; Posture down attack
<i>pudgy nudfuh</i>	Nudfuh	herb. (900)	leath. (1000)	mamm. (900)	Herb.; Herd; Intimidation attack
<i>pugoriss</i>	Pugoriss	carn. (375)	leath. (425)	mamm. (375)	Herb.; Herd; Tameable (25%); Intimidation attack
<i>pugoriss (bio-engineered)</i>	Pugoriss				Herb.; Herd
<i>puny gackle bat</i>	Gacklebat	carn. (2)	bristl. (1)	mamm. (1)	Carn.; Pack; Aggro; Stun attack
<i>puny stintaril</i>	Stinaril	carn. (2)	bristl. (1)	mamm. (1)	Carn.; Pack; Stun attack
<i>puny tanc mite</i>	Tancmite	insect (2)			Herb.; Pack; Herd; Tameable (25%)
<i>purbole</i>	Purbole	carn. (12)	bristl. (8)	mamm. (8)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Stun attack
<i>purbole elder</i>	Purbole	carn. (15)	bristl. (11)	mamm. (11)	Carn.; Stalker; Pack; Aggro; Posture down attack; Stun attack
<i>purbole hunter</i>	Purbole	carn. (15)	bristl. (10)	mamm. (10)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Stun attack; Intimidation attack
<i>purbole scout</i>	Purbole	carn. (15)	bristl. (10)	mamm. (10)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>purbole stalker</i>	Dath.	19	32%	190-200	1609	4.1k-5k	0	20	0	-1	-1	35	-1	-1
<i>purbole youth</i>	Dath.	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>puss-covered decay mite soldier</i>	Talus	15	30%	150-160	831	2k-2.4k	15	15	0	0	0	0	0	-1
<i>putrid borgle</i>	Endor	19	32%	170-180	1426	4.1k-5k	10	0	0	-1	25	25	45	-1
<i>putrid decay mite hatchling</i>	Talus	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>putrid decay mite hatchling</i>	Talus	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>pygmy torton protector</i>	Rori	22	33%	220-230	2219	3.5k-4.3k	25	25	0	0	0	-1	-1	45
<i>queen merek harvester</i>	Endor	50	50%	395-500	4825	10k-12k	60	-1	0	100	50	0	50	0
<i>quenker</i>	Dant.	23	35%	210-220	2219	4.1k-5k	25	25	0	0	0	0	0	-1
<i>quenker ravager</i>	Dant.	38	43%	365-440	3824	9.1k-11.1k	0	0	0	0	-1	-1	0	0
<i>quenker relic reaper</i>	Dant.	45	44%	380-470	4370	9.3k-11.3k	55	55	0	0	-1	0	0	0
<i>rabid mutant kahmurra</i>	Talus	41	44%	345-400	4097	9.3k-11.3k	0	0	0	45	45	45	45	35
<i>rabid shoupout</i>	Naboo	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>rabid squall</i>	Endor	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>radiant lantern bird</i>	Endor	40	43%	335-380	3915	9.1k-11.1k	0	60	0	-1	0	0	-1	0
<i>rancid remmer warrior</i>	Endor	33	39%	290-300	3279	8.4k-10.2k	60	0	70	0	0	-1	0	-1
<i>rancor</i>	Dath.	50	50%	420-550	4916	10k-12k	30	30	-1	60	60	60	-1	-1
<i>rancor</i>	Tatoo.	61	59%	485-680	5921	11k-13k	0	0	0	0	0	0	0	0
<i>rancor (bio-engineered)</i>	Dath.	1	20%	30-40	45	45-55	0	0	0	0	0	0	0	0
<i>rancor youth</i>	Dath.	45	44%	365-440	4370	8.9k-10.9k	35	60	0	100	100	100	0	0
<i>ravaging gackle bat</i>	Yavin4	18	32%	180-190	1257	3.5k-4.3k	0	15	-1	20	-1	-1	-1	-1
<i>ravenous rasp</i>	Talus	31	41%	360-430	3188	2.4k-3k	0	0	-1	-1	0	0	0	0
<i>ravenous roba stalker</i>	Endor	40	44%	345-400	3915	9.3k-11.3k	0	0	0	75	-1	0	0	0
<i>ravenous torton</i>	Rori	34	40%	325-360	3370	8.6k-10.5k	0	0	0	-1	-1	45	45	80
<i>razor cat</i>	Corel.	22	34%	220-230	2006	6.3k-7.7k	0	0	0	60	0	-1	-1	-1
<i>razor cat (bio-engineered)</i>	Corel.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>razor cat cub</i>	Corel.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>razor cat eviscerator</i>	Corel.	24	35%	240-250	2543	7.2k-8.8k	10	10	0	15	0	0	-1	0
<i>razorback felspur</i>	Tatoo.	27	36%	260-270	2730	8.1k-9.9k	0	0	0	0	-1	0	-1	-1
<i>reclusive cavern spider</i>	Dath.	46	46%	390-490	4552	9.5k-11.6k	40	40	60	25	-1	-1	0	-1
<i>reclusive cavern spider queen</i>	Dath.	70	65%	510-730	6747	11k-14k	60	60	60	50	0	0	0	0
<i>reclusive gurr king</i>	Lok	45	47%	370-450	4461	9.7k-11.9k	35	35	0	-1	0	0	-1	-1
<i>reclusive roba</i>	Endor	30	39%	290-300	3005	8.4k-10.2k	0	0	0	60	-1	60	-1	-1
<i>reclusive shear mite</i>	Dath.	26	35%	260-270	2637	5.4k-6.6k	30	35	-1	60	-1	-1	-1	-1
<i>relentless purbole</i>	Dath.	21	33%	180-190	1803	6.3k-7.7k	10	10	20	0	0	40	-1	-1
<i>remmer carrion keeper</i>	Endor	24	35%	210-220	2443	5.9k-7.2k	30	0	40	-1	-1	-1	50	-1
<i>remmer dune scavenger</i>	Endor	20	33%	180-190	1609	4.5k-5.5k	15	0	25	35	-1	0	0	-1

CREATURES: purbole stalker — remmer dune scavenger

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>purbole stalker</i>	Purbole	carn. (15)	bristl. (11)	mamm. (11)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Dizzy attack; Poison attack (mild)
<i>purbole youth</i>	Purbole	carn. (12)	bristl. (8)	mamm. (8)	Carn.; Stalker; Pack; Aggro; Stun attack
<i>puss-covered decay mite soldier</i>	Decay Mite	insect (10)			Carn.; Stalker; Pack; Herd; Aggro; Tameable (25%); Blind attack; Disease attack (mild); Ranged attack (spit)
<i>putrid borgle</i>	Borgle	carn. ()	leath. (5)	avian (5)	Herb.; Pack; Aggro; Intimidation attack; Disease attack (medium)
<i>putrid decay mite hatchling</i>	Decay Mite	insect (12)			Carn.; Herd; Disease attack (mild)
<i>putrid decay mite hatchling</i>	Decay Mite	insect (4)			Carn.; Herd; Disease attack (mild)
<i>pygmy torton protector</i>	Torton	carn. (600)	wooly (400)	mamm. (600)	Herb.; Killer; Pack; Herd; Aggro; Knockdown attack; Dizzy attack
<i>queen merek harvester</i>	Merek	wild ()	leath. (50)		Carn.; Pack; Herd; Aggro; Knockdown attack; Area attack (bleeds)
<i>quenker</i>	Quenker	wild ()	scale. ()		Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Knockdown attack
<i>quenker ravager</i>	Quenker	wild ()	scale. ()		Carn.; Killer; Pack; Aggro; Dizzy attack; Area attack (poison)
<i>quenker relic reaper</i>	Quenker	wild ()	scale. ()		Carn.; Pack; Aggro; Blind attack; Intimidation attack
<i>rabid mutant kahmurra</i>	Kahmurra	herb. (50)	bristl. (30)	mamm. (35)	Carn.; Killer; Pack; Aggro; Tameable (15%); Disease attack (strong); Stun attack
<i>rabid shaupaut</i>	self	wild (4)	bristl. (3)	mamm. (3)	Carn.; Stalker; Pack; Intimidation attack; Disease attack (mild)
<i>rabid squall</i>	self	herb. ()	bristl. (12)	mamm. (8)	Herb.; Pack; Tameable (25%); Disease attack (mild)
<i>radiant lantern bird</i>	Lantern	herb. ()	leath. (41)	avian (46)	Herb.; Pack; Herd; Blind attack
<i>rancid remmer warrior</i>	Remmer	carn. ()	bristl. ()		Herb.; Pack; Aggro; Stun attack; Posture down attack; Ranged attack (spit)
<i>rancor</i>	Rancor	carn. (950)	leath. (877)	mamm. (777)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Stun attack; Intimidation attack
<i>rancor</i>	Jabba (")				Carn.; Killer; Stalker; Pack; Aggro; Can't be harmed; Stun attack; Intimidation attack
<i>rancor (bio-engineered)</i>	Rancor				Carn.; Killer; Stalker; Pack; Aggro
<i>rancor youth</i>	Rancor	carn. (700)	leath. (753)	mamm. (653)	Carn.; Stalker; Pack; Aggro; Knockdown attack; Area attack (bleeds)
<i>ravaging gackle bat</i>	Gacklebat	carn. (5)	bristl. (3)	mamm. (4)	Carn.; Pack; Aggro; Tameable (25%); Stun attack
<i>ravenous rasp</i>	Voracious Rasp	avian (45)		avian (15)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Poison attack (strong); Dizzy attack
<i>ravenous roba stalker</i>	Roba	carn. ()	leath. ()	mamm. ()	Herb.; Stalker; Pack; Aggro; Tameable (25%); Knockdown attack
<i>ravenous torton</i>	Torton	carn. (1300)	wooly (1150)	mamm. (1300)	Carn.; Pack; Herd; Aggro; Tameable (25%); Knockdown attack; Dizzy attack
<i>razor cat</i>	Sand Panther	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Tameable (25%); Intimidation attack; Stun attack
<i>razor cat (bio-engineered)</i>	Sand Panther				Carn.; Pack; Herd
<i>razor cat cub</i>	Sand Panther	carn. (25)	bristl. (14)	mamm. (12)	Carn.; Pack; Stun attack
<i>razor cat eviscerator</i>	Sand Panther	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Killer; Pack; Herd; Tameable (5%); Knockdown attack; Intimidation attack
<i>razorback felspur</i>	Zucca Boar	herb. (65)	leath. (40)	mamm. (25)	Herb.; Pack; Aggro; Tameable (5%); Stun attack
<i>reclusive cavern spider</i>	Sp. Nightsister (")	insect (41)			Carn.; Killer; Stalker; Pack; Aggro; Area attack; Poison attack (strong); Ranged attack (spit)
<i>reclusive cavern spider queen</i>	Sp. Nightsister (")	insect (45)			Carn.; Killer; Stalker; Pack; Aggro/ Area attack (poison); Poison attack (strong)
<i>reclusive gurl king</i>	Gurk	herb. ()	leath. (275)	mamm. (300)	Carn.; Killer; Pack; Herd; Aggro; Posture down attack; Blind attack
<i>reclusive roba</i>	self	carn. ()	leath. ()	mamm. ()	Herb.; Pack; Stun attack; Blind attack
<i>reclusive shear mite</i>	Shearmite	insect (15)	scale. (12)		Carn.; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Ranged attack (spit)
<i>relentless purbole</i>	Purbole	carn. (12)	bristl. (8)	mamm. (8)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Stun attack; Dizzy attack
<i>remmer carrion keeper</i>	Remmer	carn. ()	bristl. ()		Herb.; Pack; Aggro; Posture down attack; Blind attack; Ranged attack (spit)
<i>remmer dune scavenger</i>	Remmer	carn. ()	bristl. ()		Herb.; Pack; Aggro; Posture down attack; Stun attack; Ranged attack (spit)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>reptilian flier</i>	Dath.	16	31%	170-180	960	3.5k-4.3k	5	0	5	0	0	-1	0	-1
<i>reptilian life stealer</i>	Dath.	125	325%	945-1600	11859	34k-42k	0	25	5	100	100	-1	0	0
<i>repugnont dung mite crawler</i>	Talus	7	26%	80-90	187	135-165	0	0	0	0	0	0	0	-1
<i>rhoa kwi</i>	Dath.	35	41%	355-420	3551	8.4k-10.2k	0	0	0	80	0	0	-1	-1
<i>rhoa kwi guardian</i>	Dath.	45	44%	320-350	4461	10k-12k	40	65	0	80	0	0	15	0
<i>rhoa kwi hunter</i>	Dath.	43	44%	370-450	4279	8.9k-10.9k	40	55	0	80	0	0	-1	0
<i>rhoa kwi pack leader</i>	Dath.	50	47%	380-470	4916	9.9k-12.1k	35	65	0	60	0	0	0	0
<i>rill</i>	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>riverside sulfur mynok</i>	Lok	33	40%	305-320	3370	8.6k-10.5k	-1	35	0	65	-1	0	65	-1
<i>rooming bordok stud</i>	Endor	34	41%	330-370	3370	9k-11k	0	-1	0	100	100	0	-1	-1
<i>rooming desert borgle</i>	Endor	32	38%	280-290	3188	8.3k-10.1k	30	40	0	55	-1	70	0	-1
<i>roba</i>	Endor	26	36%	240-250	2637	7.2k-8.8k	20	20	0	60	-1	60	-1	-1
<i>roba (bio-engineered)</i>	Endor	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>roba boar</i>	Endor	50	50%	395-500	4825	10k-12k	35	35	0	60	-1	60	-1	-1
<i>roba pack leader</i>	Endor	30	39%	310-330	3005	8.1k-9.9k	0	0	0	60	-1	60	-1	-1
<i>roba runt</i>	Endor	19	32%	170-180	1426	4.1k-5k	0	0	0	35	-1	35	-1	-1
<i>rock beetle</i>	Tatoo.	13	30%	140-150	514	2k-2.4k	15	0	0	0	0	0	0	-1
<i>rock beetle</i>	Tatoo.	14	30%	140-150	714	2k-2.4k	25	0	0	0	0	0	0	-1
<i>rockmite</i>	Tatoo.	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>rogue bogeraset</i>	Corel.	13	29%	130-140	609	1.2k-1.4k	10	5	0	0	0	0	0	-1
<i>rogue bontho</i>	all	15	30%	170-180	714	1.5k-1.9k	0	0	0	20	0	0	0	-1
<i>rogue falumpaset</i>	Naboo	18	32%	180-190	1102	3.5k-4.3k	0	10	0	-1	-1	-1	0	-1
<i>rogue famboo</i>	Naboo	37	42%	330-370	3551	9k-11k	0	0	0	0	60	60	-1	0
<i>ronto</i>	Tatoo.	18	32%	160-170	1102	3.5k-4.3k	10	0	-1	30	30	-1	0	0
<i>ronto (bio-engineered)</i>	Tatoo.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>rot mite</i>	Talus	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>rotten gut remmer king</i>	Endor	37	41%	320-350	3733	8.8k-10.8k	55	35	60	0	0	0	-1	-1
<i>rotting decay mite guard</i>	Corel.	13	30%	140-150	714	1.2k-1.4k	0	0	0	0	0	0	10	-1
<i>runty pharple</i>	Lok	3	23%	35-45	62	90-110	0	0	0	0	0	0	0	-1
<i>salt mynock</i>	Lok	23	35%	210-220	2219	5.9k-7.2k	0	20	0	40	40	-1	-1	-1
<i>sand beetle</i>	Tatoo.	25	36%	240-250	2637	7.7k-9.4k	30	30	-1	-1	-1	-1	-1	-1
<i>sandreaver</i>	Tatoo.	26	36%	290-300	2637	8.2k-10k	0	0	0	-1	0	-1	0	-1
<i>sandy spined snake</i>	Lok	13	30%	160-170	714	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>sanguin bloodseeker hierarch</i>	Endor	23	35%	230-240	2443	5k-6.1k	15	15	0	20	0	20	20	0
<i>sap-covered forest mite queen</i>	Rori	20	33%	180-190	1609	4.5k-5.5k	20	0	-1	-1	0	40	0	-1
<i>savage flewt queen</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>savage guf drolg</i>	Talus	15	31%	170-180	831	2.4k-3k	10	0	0	-1	-1	-1	-1	-1
<i>savage humbaba</i>	Corel.	24	35%	190-200	2443	6.8k-8.3k	15	35	0	-1	-1	-1	-1	-1
<i>savage huurton</i>	Dant.	26	35%	230-240	2637	6.8k-8.3k	35	35	0	-1	0	0	-1	-1
<i>savage pugoriss</i>	Rori	15	30%	160-170	831	2.4k-3k	0	5	0	0	0	0	0	-1
<i>savage quenker</i>	Dant.	28	36%	270-280	2822	6.8k-8.3k	35	35	0	0	-1	0	0	-1

CREATURES: reptilian flier — savage quenker

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>reptilian flier</i>	Reptilian Flier	avian (125)	leath. (80)	avian (75)	Carn.; Pack; Aggro; Tameable (25%); Posture down attack
<i>reptilian life stealer</i>	Reptilian Flier	avian (135)	leath. (90)	avian (85)	Carn.; Killer; Pack; Aggro; Poison attack (strong); Blind attack
<i>repugnant dung mite crawler</i>	Decay Mite	insect (9)	scale. (6)		Carn.; Pack; Herd; Aggro; Tameable (5%); Dizzy attack
<i>rhoa kwi</i>	Rhoa Kwi	carn. (120)	leath. (86)	mamm. (76)	Carn.; Killer; Stalker; Pack; Aggro; Stun attack; Intimidation attack; Ranged attack (spit)
<i>rhoa kwi guardian</i>	Rhoa Kwi	carn. (120)	leath. (86)	mamm. (76)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (15%); Posture down attack; Dizzy attack; Ranged attack (spit)
<i>rhoa kwi hunter</i>	Rhoa Kwi	carn. (120)	leath. (86)	mamm. (76)	Carn.; Killer; Stalker; Pack; Aggro; Stun attack; Dizzy attack
<i>rhoa kwi pack leader</i>	Rhoa Kwi	carn. (120)	leath. (86)	mamm. (76)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (10%); Posture down attack; Dizzy attack
<i>rill</i>	Rill	carn. (35)	bristl. (20)	mamm. (15)	Carn.; Tameable (25%)
<i>riverside sulfur mynock</i>	Mynock	herb. (60)	leath. (78)	mamm. (30)	Carn.; Killer; Pack; Aggro; Tameable (25%); Blind attack; Disease attack (medium)
<i>roaming bardok stud</i>	Bardok	herb. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Posture down attack; Dizzy attack
<i>roaming desert bogle</i>	Bogle	carn. (0)	leath. (5)	avian (5)	Herb.; Pack; Aggro; Intimidation attack
<i>roba</i>	Roba	carn. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Blind attack; Stun attack
<i>roba (bio-engineered)</i>	Roba				Herb.; Pack
<i>roba boar</i>	Roba	carn. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Blind attack; Stun attack
<i>roba pack leader</i>	Roba	carn. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Dizzy attack; Blind attack
<i>roba runt</i>	Roba	carn. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Blind attack
<i>rock beetle</i>	Rock Beetle	insect (6)	scale. (8)		Carn.; Herd; Tameable (25%); Posture down attack; Ranged attack (spit)
<i>rock beetle</i>	Rock Beetle	insect (6)	scale. (8)		Carn.; Pack; Aggro; Posture down attack; Ranged attack (spit)
<i>rockmite</i>	self	insect (3)	scale. (4)		Carn.; Herd; Tameable (25%)
<i>rogue bageraset</i>	self	herb. (230)	leath. (130)	mamm. (80)	Carn.; Killer; Aggro; Tameable (25%); Stun attack; Ranged attack (spit); Milk (w)
<i>rogue bantha</i>	Bantha	herb. (400)	wooly (300)	mamm. (200)	Herb.; Stun attack; Milk (w)
<i>rogue falumpaset</i>	self	herb. (190)	leath. (110)	mamm. (80)	Herb.; Aggro; Stun attack; Ranged attack (spit) ; Milk (w)
<i>rogue fambaa</i>	self	reptil. (1075)	leath. (700)	mamm. (675)	Herb.; Aggro; Posture down attack; Milk (w)
<i>ronto</i>	Ronto	herb. (450)	leath. (300)	mamm. (180)	Herb.; Herd; Tameable (25%); Dizzy attack; Stun attack; Milk (w)
<i>ronto (bio-engineered)</i>	Ronto				Herb.; Herd; Milk
<i>rat mite</i>	Decay Mite	insect (3)	scale. (2)		Carn.; Pack; Herd; Tameable (25%); Stun attack
<i>rotten gut remmer king</i>	Remmer	carn. (0)	bristl. (0)		Herb.; Killer; Pack; Aggro; Posture down attack; Dizzy attack
<i>rotting decay mite guard</i>	Decay Mite	insect (9)			Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Intimidation attack; Disease attack (medium)
<i>runty pharple</i>	Pharple	avian (15)	bristl. (7)	avian (5)	Herb.; Pack; Herd
<i>salt mynock</i>	Mynock	herb. (50)	leath. (70)	mamm. (20)	Carn.; Pack; Aggro; Tameable (25%); Knockdown attack; Blind attack
<i>sand beetle</i>	Gt. Sand Beet.	insect (6)	scale. (8)		Herb.; Killer; Pack; Aggro; Tameable (25%); Stun attack
<i>sandreaver</i>	Dewback	reptil. (340)	leath. (260)	mamm. (185)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Dizzy attack
<i>sandy spined snake</i>	Spinesnake	reptil. (8)	leath. (3)		Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack; Disease attack (poison); Ranged attack (spit)
<i>sanguin bloodseeker hierarch</i>	Bloodseeker	insect (0)	scale. (0)		Carn.; Killer; Pack; Aggro
<i>sap-covered forest mite queen</i>	Bark Mite	insect (15)			Carn.; Pack; Herd; Posture down attack; Ranged attack (spit)
<i>savage flewt queen</i>	Flewts	avian (6)	leath. (6)	avian (6)	Carn.; Pack; Herd; Aggro; Stun attack; Poison attack (mild)
<i>savage guf drolg</i>	Guf Drolg	reptil. (550)	leath. (460)	mamm. (320)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
<i>savage humbaba</i>	self	domest. (265)	leath. (168)	mamm. (118)	Carn.; Pack; Herd; Aggro; Tameable (25%); Stun attack; Ranged attack (spit) ; Milk (w)
<i>savage huurton</i>	Warren Huurton (")		wooly (0)	mamm. (35)	Carn.; Killer; Aggro; Stun attack; Intimidation attack; Wild Milk (35)
<i>savage pugoriss</i>	Pugoriss	carn. (350)	leath. (400)	mamm. (350)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
<i>savage quenker</i>	Quenker	wild (0)	scale. (0)		Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Stun attack; Ranged attack (spit)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
scavenger rat	Corel.	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
scorched krevol	Rori	8	27%	70-75	235	405-495	0	0	0	15	0	0	0	-1
screaming kai tak	Rori	21	32%	210-220	1803	2.9k-3.5k	20	10	35	45	45	0	0	-1
scyik	Tatoo.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
seething bal crusher	Dant.	44	44%	325-360	4279	9.3k-11.3k	65	45	80	-1	0	0	0	100
sentry hermit spider	Naboo	10	27%	70-75	430	405-495	15	15	0	0	0	0	0	-1
sevarrt	Tatoo.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
shaggy Gurk youth	Lok	30	39%	290-300	3005	8.4k-10.2k	40	0	0	-1	0	0	-1	-1
shallow torton	Rori	19	32%	190-200	1257	4.5k-5.5k	0	0	0	-1	-1	-1	-1	25
sharnaff	Corel.	31	38%	300-310	3005	8.6k-10.6k	0	0	0	20	20	20	20	50
sharnaff (bio-engineered)	Corel.	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
sharnaff bull	Corel.	38	41%	335-380	3733	9.4k-11.4k	0	0	0	20	20	20	20	50
sharnaff reckless ravager	Corel.	34	41%	315-340	3460	8.8k-10.8k	15	15	0	20	20	20	20	20
shorptaath langlatch	Lok	17	31%	170-180	1102	2.9k-3.5k	0	15	0	0	0	0	0	-1
shauptout	Naboo	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
shauptout hunter	Naboo	22	34%	200-210	2006	5.4k-6.6k	20	20	0	-1	0	-1	0	-1
shear mite	Dath.	16	31%	170-180	960	2.4k-3k	-1	15	0	0	0	0	0	-1
shear mite (bio-engineered)	Dath.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
shear mite broodling	Dath.	8	27%	70-75	235	405-495	0	0	10	0	0	0	0	-1
shear mite hunter	Dath.	29	38%	290-300	3005	8.2k-10k	0	30	-1	0	-1	-1	0	-1
shear mite queen	Dath.	39	43%	340-390	3824	9k-11k	30	45	-1	60	-1	60	60	-1
shear mite soldier	Dath.	21	33%	190-200	1803	5k-6.1k	25	25	0	0	-1	-1	-1	-1
shimmering lantern bird	Endor	30	37%	270-280	3005	8.2k-10k	30	45	0	-1	0	-1	-1	0
sickle rasp	Rori	8	27%	90-110	235	180-220	0	0	0	0	0	10	0	-1
sickly decay mite queen	Talus	20	33%	220-230	1609	3.5k-4.3k	0	25	-1	-1	-1	-1	30	-1
Singing Mountain clan rancor	Dath.	55	50%	370-450	5281	11k-13k	30	60	0	100	100	100	0	0
skreeg adolescent	Yavin4	15	30%	160-170	831	2.4k-3k	0	0	-1	0	10	0	0	-1
skreeg female	Yavin4	16	31%	170-180	960	2.9k-3.5k	5	15	0	-1	0	-1	-1	-1
skreeg gatherer	Yavin4	15	31%	160-170	831	2.4k-3k	5	15	0	-1	0	-1	-1	-1
skreeg hunter	Yavin4	21	33%	190-200	2006	5k-6.1k	20	20	0	0	-1	0	0	-1
skreeg infant	Yavin4	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
skreeg male	Yavin4	22	35%	210-220	2006	5.9k-7.2k	0	25	0	-1	0	-1	-1	-1
skreeg scout	Yavin4	18	32%	180-190	1257	3.5k-4.3k	0	15	0	-1	0	-1	-1	-1
skreeg warrior	Yavin4	28	36%	250-260	2822	7.7k-9.4k	5	55	0	-1	60	-1	-1	-1
skreeg warrior elite	Yavin4	30	39%	290-300	3005	8.4k-10.2k	-1	75	0	-1	100	-1	-1	-1
slice hound	Corel.	9	27%	120-130	292	405-495	0	0	0	0	0	0	0	-1
slice haund	Dant.	9	27%	120-130	292	405-495	0	0	0	0	0	0	0	-1
slice haund (bio-engineered)	Corel.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
slinking voritor hunter	Dant.	57	55%	420-550	5555	11k-13k	45	45	0	0	0	-1	0	0
sludge panther	Talus	16	31%	170-180	1102	2.9k-3.5k	15	0	0	-1	-1	-1	-1	-1
sludgepanther	Dant.	16	31%	170-180	1102	2.9k-3.5k	15	0	0	-1	-1	-1	-1	-1
slum rat	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
snarbal	Lok	30	39%	260-270	3005	8.6k-10.6k	0	0	0	0	0	0	0	0
snarbal (bio-engineered)	Lok	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
snarbal matriarch	Lok	45	47%	370-450	4370	9.7k-11.9k	35	35	0	-1	-1	0	0	0

CREATURES: scavenger rat — snorbal matriarch

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
scavenger rat	self	wild (4)	leath. (3)	mamm. (2)	Herbivore
scorched krevol	Krevol	insect (10)	scale. (10)		Carn.; Pack; Tameable (25%); Stun attack
screaming kai tok	Kai Tok	carn. (25)	leath. (41)	avian (46)	Carn.; Pack; Tameable (25%); Dizzy attack; Ranged attack (spit)
scyk	Scyk	carn. (40)	bristl. (25)	mamm. (18)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Poison attack (medium)
seething bol crusher	Bol	herb. ()	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Disease attack (medium); Dizzy attack
sentry hermit spider	Hermit Spider	insect (9)			Carn.; Killer; Stalker; Pack; Herd; Aggro; Intimidation attack; Poison attack (mild)
sevorrt	Sevorrt	reptil. (10)	leath. (10)	mamm. (4)	Carn.; Stalker; Aggro; Tameable (25%); Intimidation attack
shaggy Gurk youth	Gurk	herb. ()	leath. (275)	mamm. (300)	Carn.; Pack; Herd; Stun attack
shallow torton	Torton	carn. (650)	wooly (575)	mamm. (650)	Herb.; Herd; Dizzy attack
sharnaff	Sharnaff	carn. (450)	scale. (300)	mamm. (180)	Herb.; Dizzy attack; Stun attack; Milk (w)
sharnaff (bio-engineered)	Sharnaff				Herbivore; Milk
sharnaff bull	Sharnaff	carn. (482)	scale. (335)	mamm. (200)	Herb.; Pack; Dizzy attack; Stun attack
sharnaff reckless ravager	Sharnaff	carn. (450)	scale. (300)	mamm. (180)	Herb.; Killer; Pack; Tameable (5%); Dizzy attack; Knockdown attack
sharptooth langlatch	Langlatch	carn. (16)	wooly (16)	mamm. (16)	Carn.; Stalker; Pack; Herd; Aggro; Tameable (25%); Dizzy attack
shaupaut	Shaupaut	carn. (6)	bristl. (4)	mamm. (4)	Carn.; Stalker; Pack; Tameable (25%); Stun attack
shaupaut hunter	Shaupaut	carn. (10)	bristl. (6)	mamm. (6)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Stun attack
shear mite	Shearmite	insect (15)	scale. (12)		Carn.; Stalker; Pack; Aggro; Tameable (25%); Blind attack
shear mite (bio-engineered)	Shearmite				Carn.; Stalker; Pack; Aggro
shear mite broodling	Shearmite	insect (15)	scale. (3)		Carn.; Stalker; Pack; Aggro; Tameable (25%); Posture down attack
shear mite hunter	Shearmite	insect (15)	scale. (12)		Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Poison attack (medium); Posture down attack
shear mite queen	Shearmite	insect (15)	scale. (12)		Carn.; Stalker; Pack; Aggro; Dizzy attack; Poison attack (strong); Ranged attack (spit)
shear mite soldier	Shearmite	insect (15)	scale. (12)		Carn.; Stalker; Pack; Aggro; Tameable (25%); Poison attack (mild); Stun attack; Ranged attack (spit)
shimmering lantern bird	Lantern	herb. ()	leath. (41)	avian (46)	Herb.; Pack; Herd
sickle rasp	Rasp	avian (15)		avian (5)	Herb.; Pack; Herd; Poison attack (mild); Posture down attack
sickly decay mite queen	Decay Mite	insect (15)			Carn.; Pack; Herd; Aggro; Blind attack; Disease attack (medium); Ranged attack (spit)
Singing Mountain clan rancor	Mtn. Clan ("")	carn. (620)	leath. (510)	mamm. (480)	Carn.; Stalker; Pack; Aggro; Intimidation attack; Intimidation attack
skreeg adolescent	Skreeg	herb. (17)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Intimidation attack
skreeg female	Skreeg	herb. (5)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
skreeg gatherer	Skreeg	herb. (18)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
skreeg hunter	Skreeg	herb. (5)	bristl. (9)	mamm. (7)	Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack
skreeg infant	Skreeg	herb. (15)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro
skreeg male	Skreeg	herb. (5)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Tameable (25%); Stun attack
skreeg scout	Skreeg	herb. (5)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack
skreeg warrior	Skreeg	herb. (7)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Tameable (25%); Posture down attack; Stun attack
skreeg warrior elite	Skreeg	herb. (5)	bristl. (9)	mamm. (7)	Carn.; Pack; Aggro; Tameable (25%); Stun attack; Dizzy attack
slice hound	Slice Hound	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Tameable (25%); Intimidation attack
slice hound	Slice Hound	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Can't be harmed; Intimidation attack
slice hound (bio-engineered)	Slice Hound				Carn.; Pack; Herd
slinking voritor hunter	Voritor Lizard	carn. (90)	leath. (65)	avian (50)	Carn.; Killer; Stalker; Pack; Aggro; Posture down attack; Dizzy attack
sludge panther	Sludge Panth.	carn. (24)	leath. (30)	mamm. (31)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Stun attack
sludgepanther	Sludge Panth.	carn. (24)	leath. (30)	mamm. (31)	Carn.; Killer; Pack; Can't be harmed; Stun attack
slum rat	Les. Des. Wrat	wild (7)	leath. (7)	mamm. (3)	Carn.; Herd; Tameable (25%)
snorbal	Domestic Snor.	herb. (545)	leath. (440)	mamm. (400)	Herb.; Pack; Herd; Dizzy attack; Stun attack; Milk (w)
snorbal (bio-engineered)	Snorbal				Herb.; Pack; Herd; Milk
snorbal matriarch	Snorbal	herb. (600)	leath. (475)	mamm. (435)	Herb.; Pack; Herd; Posture down attack; Dizzy attack; Milk (w)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>song rasp</i>	Talus	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>spiked krevol</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>spiked slasher</i>	Dant.	58	53%	430-570	5647	10k-13k	65	40	0	0	50	-1	20	0
<i>spined puc</i>	Yavin4	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0
<i>spined snake</i>	Lok	17	32%	170-180	1257	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>spined snake recluse</i>	Lok	14	30%	160-170	609	1k-1.2k	0	0	0	0	0	0	0	-1
<i>spineflap gatherer</i>	Naboo	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>spineflap guard</i>	Naboo	18	32%	170-180	1257	4.1k-5k	-1	20	0	-1	0	-1	0	-1
<i>spineflap handmaiden</i>	Naboo	15	31%	160-170	831	2.4k-3k	10	10	0	-1	-1	0	-1	-1
<i>spineflap queen</i>	Naboo	19	33%	180-190	1426	4.5k-5.5k	-1	30	0	0	0	-1	0	-1
<i>spineflap soldier</i>	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>spitting rawl</i>	Naboo	24	35%	210-220	2543	5.9k-7.2k	0	30	0	-1	-1	-1	100	-1
<i>squall</i>	Endor	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>squall (bio-engineered)</i>	Endor	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>squill</i>	Tatoo.	18	32%	160-170	1257	3.5k-4.3k	10	10	0	0	-1	-1	0	-1
<i>stintaril</i>	Yavin4	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>stintaril fleshripper</i>	Yavin4	16	31%	150-160	960	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>stintaril prowler</i>	Yavin4	83	85%	595-900	7945	12k-15k	0	0	0	0	0	0	0	-1
<i>stintaril ravager</i>	Yavin4	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>stintaril scavenger</i>	Yavin4	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>stoneskin hanadak</i>	Endor	139	475%	720-1150	13178	88k-107k	90	100	65	100	100	100	75	80
<i>Stormtrooper dewback</i>	Tatoo.	29	38%	280-290	2914	8.3k-10.1k	40	20	0	40	-1	-1	-1	-1
<i>stout ikopi buck</i>	Naboo	9	27%	80-90	292	675-825	10	0	-1	0	0	0	0	0
<i>stunted huf dun</i>	Talus	9	27%	90-110	235	675-825	0	0	0	0	0	0	0	-1
<i>stunted woolamander</i>	Yavin4	19	32%	170-180	1426	4.1k-5k	10	0	0	0	0	0	0	0
<i>sulfur pool mynock</i>	Lok	30	39%	290-300	3005	8.4k-10.2k	-1	50	0	100	-1	0	100	-1
<i>unstained dune lizard</i>	Tatoo.	20	33%	190-200	1803	5k-6.1k	0	15	0	45	-1	-1	-1	-1
<i>surefoot brackaset</i>	Dath.	46	44%	340-390	4461	10k-12.2k	60	55	60	0	0	-1	-1	80
<i>swamp gurrcat</i>	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>swamp humbaba</i>	Corel.	19	33%	160-170	1426	5k-6.1k	0	0	0	0	0	0	0	-1
<i>swamp stalker</i>	Naboo	32	39%	290-300	3279	8.4k-10.2k	35	0	0	70	0	0	60	0
<i>swarming kliknik</i>	Yavin4	10	27%	170-180	356	675-825	20	0	0	-1	0	-1	0	-1
<i>swarming lesser dewback</i>	Tatoo.	15	31%	140-150	831	3.5k-4.3k	15	0	10	0	-1	-1	-1	-1
<i>swift charging bol</i>	Dant.	34	41%	310-330	3370	8.7k-10.7k	20	20	0	0	0	0	0	0
<i>swirl prong</i>	Endor	19	32%	170-180	1426	4.1k-5k	0	20	0	35	35	-1	-1	-1
<i>swirl prong (bio-engineered)</i>	Endor	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>swirl prong impaler</i>	Endor	30	37%	270-280	3005	8.2k-10k	35	30	0	50	50	-1	-1	-1
<i>swirl prong pack leader</i>	Endor	32	40%	305-320	3188	8.6k-10.5k	35	0	0	0	-1	-1	-1	0
<i>tabage</i>	Corel.	11	29%	120-130	356	1k-1.2k	0	0	0	10	0	0	0	-1
<i>tabage protector</i>	Corel.	18	32%	160-170	1257	3.5k-4.3k	0	15	0	0	0	-1	-1	-1

CREATURES: song rasp — tabage protector

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>song rasp</i>	Rasp	avian (10)		avian (3)	Herb.; Pack
<i>spiked krevol</i>	Horned Krevol	reptil. (25)	scale. (15)	mamm. (7)	Carn.; Pack; Tameable (25%); Posture down attack
<i>spiked slasher</i>	Voritor Lizard	carn. (65)	leath. (40)	avian (50)	Carn.; Killer; Pack; Aggro; Tameable (5%); Poison attack (strong); Area attack (poison)
<i>spined puc</i>	Spined Puc	reptil. (6)	leath. (6)		Carn.; Pack; Aggro; Tameable (25%)
<i>spined snake</i>	Spinesnake	reptil. (11)	leath. (5)		Carn.; Killer; Pack; Aggro; Tameable (25%); Poison attack (medium); Stun attack; Ranged attack (spit)
<i>spined snake recluse</i>	self	reptil. (11)	leath. (5)		Carn.; Aggro; Tameable (25%); Stun attack; Disease attack (poison); Ranged attack (spit)
<i>spineflap gatherer</i>	Cap. Spineflap	insect (0)	scale. (5)	avian (3)	Carn.; Pack; Tameable (25%)
<i>spineflap guard</i>	Cap. Spineflap	insect (0)	scale. (5)	avian (3)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Stun attack; Ranged attack (spit)
<i>spineflap handmaiden</i>	Cap. Spineflap	insect (0)	scale. (5)	avian (3)	Carn.; Pack; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>spineflap queen</i>	Cap. Spineflap	insect (0)	scale. (5)	avian (3)	Carn.; Pack; Aggro; Knockdown attack; Disease attack (poison)
<i>spineflap soldier</i>	Cap. Spineflap	insect (0)	scale. (5)	avian (3)	Carn.; Pack; Aggro; Tameable (25%); Stun attack; Ranged attack (spit)
<i>spitting rawl</i>	self	carn. (65)	bristl. (35)	mamm. (35)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Poison attack (strong); Ranged attack (spit)
<i>squall</i>	Squall	herb. (0)	bristl. (12)	mamm. (8)	Herb.; Pack; Herd; Tameable (25%)
<i>squall (bio-engineered)</i>	Squall				Herb.; Pack; Herd
<i>squill</i>	Squill	carn. (6)	leath. (6)	mamm. (5)	Carn.; Stalker; Pack; Tameable (25%); Stun attack
<i>stintaril</i>	Stinaril	carn. (5)	bristl. (3)	mamm. (2)	Carn.; Pack; Tameable (25%); Posture down attack
<i>stintaril fleshripper</i>	Stinaril	carn. (5)	bristl. (3)	mamm. (2)	Carn.; Pack; Aggro; Tameable (5%); Posture down attack
<i>stintaril prowler</i>	Stinaril	carn. (9)	bristl. (7)	mamm. (6)	Carn.; Killer; Pack; Aggro; Stun attack; Ranged attack (spit)
<i>stintaril ravager</i>	Stinaril	carn. (7)	bristl. (5)	mamm. (4)	Carn.; Pack; Tameable (25%); Disease attack (medium); Stun attack
<i>stintaril scavenger</i>	Stinaril	carn. (5)	bristl. (3)	mamm. (2)	Carn.; Pack; Tameable (25%); Posture down attack
<i>stoneskin hanadak</i>	Hanadak	carn. (40)	bristl. (40)	mamm. (40)	Carn.; Killer; Pack; Aggro; Knockdown attack; Blind attack
<i>Stormtrooper dewback</i>	Imperial (")	reptil. (360)	leath. (275)	mamm. (250)	Herb.; Pack; Dizzy attack; Stun attack
<i>stout ikapi buck</i>	Ikopi	wild (70)	bristl. (60)	mamm. (45)	Herb.; Pack; Herd; Aggro; Tameable (5%); Stun attack; Posture down attack
<i>stunted huf dun</i>	Huf Dun	herb. (775)	leath. (800)	mamm. (775)	Herb.; Herd; Intimidation attack
<i>stunted woolamander</i>	Woolamander	carn. (0)	wooly (20)	mamm. (20)	Herb.; Pack; Aggro; Dizzy attack
<i>sulfur pool mynock</i>	Mynock	herb. (57)	leath. (75)	mamm. (27)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Knockdown attack
<i>unstained dune lizard</i>	Dune Lizard	carn. (85)	bristl. (50)	mamm. (35)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (5%); Dizzy attack; Ranged attack (spit)
<i>surefoot brackaset</i>	Brackaset	wild (100)	leath. (91)	mamm. (81)	Herb.; Pack; Herd; Stun attack; Posture down attack
<i>swamp gurrat</i>	self	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Herd; Tameable (25%); Posture down attack
<i>swamp humbaba</i>	self	domest. (250)	leath. (150)	mamm. (105)	Herb.; Pack; Herd; Stun attack; Milk (w)
<i>swamp stalker</i>	Swamp Tusk C.	carn. (65)	bristl. (35)	mamm. (35)	Carn.; Killer; Stalker; Pack; Aggro; Tameable (20%); Blind attack; Stun attack
<i>swarming kliknik</i>	Kliknik	carn. (5)	scale. (4)		Carn.; Pack; Aggro; Tameable (5%); Posture down attack; Ranged attack (spit)
<i>swarming lesser dewback</i>	self	reptil. (175)	leath. (125)	mamm. (100)	Carn.; Stalker; Pack; Stun attack
<i>swift charging bol</i>	Bol	herb. (0)	leath. (300)	mamm. (180)	Herb.; Pack; Herd; Tameable (5%); Knockdown attack; Stun attack
<i>swirl prong</i>	Swirl Prong	herb. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Stun attack; Knockdown attack; Milk (w)
<i>swirl prong (bio-engineered)</i>	Swirl Prong				Herb.; Pack; Milk
<i>swirl prong impaler</i>	Swirl Prong	herb. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Posture down attack
<i>swirl prong pack leader</i>	Swirl Prong	herb. (0)	leath. (0)	mamm. (0)	Herb.; Pack; Herd
<i>tabage</i>	Tabage	carn. (18)	bristl. (24)	mamm. (7)	Carn.; Aggro; Tameable (25%); Posture down attack
<i>tabage protector</i>	Tabage	carn. (14)	leath. (14)	mamm. (14)	Carn.; Pack; Herd; Aggro; Tameable (25%); Stun attack; Poison attack (mild)

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>tabage scavenger</i>	Corel.	14	30%	140-150	714	1.5k-1.9k	10	10	0	0	0	0	0	-1
<i>tamed gurrcat</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>tamed huurton</i>	all	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>tamed razor cat</i>	all	12	29%	140-150	514	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>tamed slice hound</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>tonc mite</i>	Yavin4	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>tonc mite warrior</i>	Yavin4	17	31%	160-170	1102	2.9k-3.5k	0	15	-1	0	-1	-1	-1	-1
<i>Tatooine mynock</i>	Tatoo.	3	23%	35-45	45	90-110	0	0	0	0	0	0	0	-1
<i>tattered torton</i>	Rori	17	32%	200-210	960	1.5k-1.9k	0	0	0	-1	-1	-1	-1	45
<i>tempest rill</i>	Tatoo.	9	28%	90-110	292	270-330	0	0	0	0	0	0	0	-1
<i>terrible quenker</i>	Dant.	30	38%	280-290	3005	8.2k-10k	30	30	0	0	-1	0	0	-1
<i>thune</i>	Dant.	26	36%	250-260	2637	7.7k-9.4k	20	0	0	0	0	0	0	-1
<i>thune (bio-engineered)</i>	Dant.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>thune grassland guardian</i>	Dant.	40	44%	345-400	3915	9.3k-11.3k	45	60	0	-1	-1	-1	-1	-1
<i>thune herd leader</i>	Dant.	48	48%	375-460	4734	9.8k-12k	40	60	0	-1	-1	0	0	-1
<i>timid vir vur</i>	Rori	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>tormented bocatt</i>	Tatoo.	26	36%	250-260	2637	8.1k-9.9k	0	0	-1	-1	50	50	-1	-1
<i>torton</i>	Rori	24	35%	270-280	2443	5.9k-7.2k	0	0	0	-1	-1	-1	-1	45
<i>torton (bio-engineered)</i>	Rori	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>torton pygmy matriarch</i>	Rori	26	36%	280-290	2730	6.3k-7.7k	20	20	0	0	-1	-1	-1	100
<i>tortur</i>	Talus	21	34%	260-270	1803	2.9k-3.5k	0	0	0	0	-1	-1	-1	45
<i>tortur bull</i>	Talus	25	36%	305-320	2543	5k-6.1k	0	0	0	-1	-1	-1	-1	100
<i>toxic merek battlelord</i>	Endor	45	47%	370-450	4461	9.7k-11.9k	40	-1	60	60	50	60	80	50
<i>toxic slasher</i>	Rori	15	31%	170-180	831	1.2k-1.4k	10	0	0	0	0	-1	0	-1
<i>tusk cat</i>	Dant.	16	31%	170-180	1102	2k-2.4k	0	0	0	30	30	-1	-1	-1
<i>Tusken bantha</i>	Tatoo.	25	36%	260-270	2543	6.3k-7.7k	20	25	0	50	-1	-1	-1	-1
<i>twilight vir vur</i>	Rori	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>tybis</i>	Yavin4	24	35%	230-240	2443	6.8k-8.3k	0	0	0	0	0	0	0	0
<i>tybis (bio-engineered)</i>	Yavin4	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>tybis youth</i>	Yavin4	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	0
<i>vampiric gackle bat</i>	Yavin4	13	30%	120-130	609	1k-1.2k	0	0	0	0	0	0	0	-1
<i>variegated womp rat</i>	Tatoo.	14	30%	160-170	609	1.5k-1.9k	0	0	15	0	0	0	0	-1
<i>veermok</i>	Naboo	13	29%	130-140	609	1.2k-1.4k	15	15	0	0	0	0	0	-1
<i>veermok</i>	Naboo	13	29%	130-140	609	1.2k-1.4k	20	20	0	0	0	0	0	-1
<i>veermok (bio-engineered)</i>	Naboo	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>veermok cannibal</i>	Naboo	19	32%	210-220	1257	4.1k-5k	15	-1	0	0	0	0	0	0
<i>veermok guard</i>	Naboo	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>veermok guard</i>	Naboo	18	31%	170-180	1257	2.9k-3.5k	20	20	0	0	0	0	0	-1
<i>veermok hunter</i>	Naboo	17	32%	160-170	1257	3.5k-4.3k	15	-1	0	0	0	0	0	-1
<i>veermok ravager</i>	Naboo	15	31%	160-170	960	2.4k-3k	0	0	0	0	0	0	0	-1
<i>veermok scavenger</i>	Naboo	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>veermok scout</i>	Naboo	14	30%	140-150	714	1.5k-1.9k	10	5	0	0	0	0	0	-1
<i>veermok scout</i>	Naboo	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>veermok sentry</i>	Naboo	9	27%	70-75	292	405-495	0	0	0	0	0	0	15	-1
<i>veermok sentry</i>	Naboo	9	27%	70-75	292	405-495	0	0	0	0	0	0	0	-1

CREATURES: tabage scavenger — veermok sentry

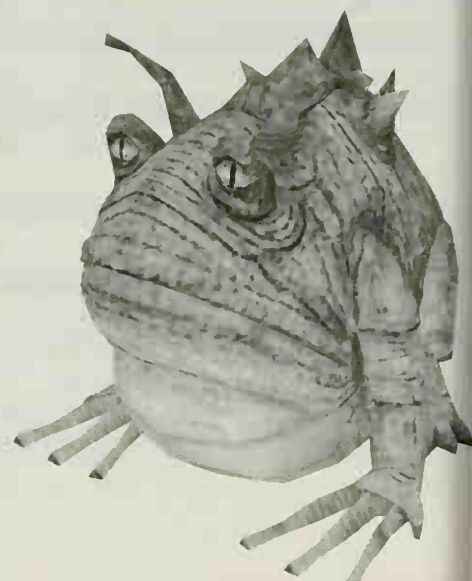
Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>tabage scavenger</i>	Tabage	carn. (13)	leath. (13)	mamm. (13)	Carn.; Stalker; Pack; Herd; Aggro; Tameable (25%); Stun attack
<i>tamed gurrcat</i>	Rebel (")	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Stalker; Pack; Intimidation attack
<i>tamed huurton</i>	Rebel (")	wild ()	wooly ()	mamm. ()	Carn.; Pack; Herd
<i>tamed razor cat</i>	Rebel (")	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Stalker; Pack; Intimidation attack; Stun attack
<i>tamed slice hound</i>	Rebel (")	carn. (65)	bristl. (35)	mamm. (30)	Carn.; Pack; Posture down attack
<i>tanc mite</i>	Tancmite	insect (4)			Herb.; Pack; Herd; Tameable (25%); Intimidation attack
<i>tanc mite warrior</i>	Tancmite	insect (3)			Herb.; Pack; Herd; Stun attack; Ranged attack (spit)
<i>Totooine mynock</i>	self	herb. (50)	leath. (70)	mamm. (20)	Herb.; Stalker; Tameable (25%)
<i>tattered torton</i>	Torton	carn. (1200)	wooly (1100)	mamm. (1200)	Herb.; Herd; Dizzy attack; Stun attack
<i>tempest rill</i>	Rill	carn. (35)	bristl. (20)	mamm. (15)	Carn.; Pack; Aggro; Tameable (5%)
<i>terrible quenker</i>	Quenker	wild ()	scale. ()		Carn.; Pack; Aggro; Tameable (5%); Intimidation attack; Stun attack; Ranged attack (spit)
<i>thune</i>	Thune	herb. (115)	wooly (125)		Herb.; Pack; Herd; Tameable (25%); Intimidation attack
<i>thune (bio-engineered)</i>	Thune				Herb.; Pack; Herd; Milk
<i>thune grassland guardian</i>	Thune	herb. (135)	wooly (150)		Herb.; Pack; Aggro; Tameable (15%); Dizzy attack; Posture down attack; Milk (w)
<i>thune herd leader</i>	Thune	herb. (135)	wooly (150)		Herb.; Killer; Pack; Herd; Dizzy attack; Posture down attack
<i>timid vir vur</i>	Vir Vur	avian (6)	wooly ()	mamm. (1)	Herb.; Tameable (25%); Stun attack
<i>tormented bocatt</i>	Bocatt	reptil. (100)	leath. (60)	mamm. (35)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Posture down attack; Stun attack; Ranged attack (spit)
<i>torton</i>	Torton	carn. (1300)	wooly (1150)	mamm. (1300)	Herb.; Pack; Herd; Knockdown attack; Dizzy attack
<i>torton (bio-engineered)</i>	Torton				Herb.; Pack; Herd
<i>torton pygmy matriarch</i>	Torton	carn. (700)	wooly (500)	mamm. (700)	Herb.; Killer; Pack; Herd; Aggro; Intimidation attack; Dizzy attack
<i>tortur</i>	Tortur	carn. (1300)	leath. (1150)	mamm. (1300)	Herb.; Pack; Herd; Knockdown attack; Dizzy attack
<i>tortur bull</i>	Tortur	carn. (1300)	leath. (1151)	mamm. (1301)	Herb.; Pack; Herd; Knockdown attack; Blind attack
<i>toxic merek bottlelord</i>	Merek	wild ()	leath. (45)		Carn.; Killer; Stalker; Pack; Herd; Aggro; Tameable (25%); Poison attack (strong); Blind attack; Ranged attack (spit)
<i>toxic slasher</i>	Vir Vur	avian (10)	wooly ()	mamm. (2)	Herb.; Pack; Herd; Aggro; Tameable (5%); Poison attack (mild); Posture down attack
<i>tusk cat</i>	Tusk Cat	carn. (75)	bristl. (45)	mamm. (40)	Carn.; Killer; Pack; Can't be harmed; Blind attack; Milk (w)
<i>Tusken bantha</i>	Tusken Raider (")	herb. (475)	wooly (350)	mamm. (375)	Herb.; Pack; Posture down attack
<i>twilight vir vur</i>	Vir Vur	avian (6)	wooly ()	mamm. (1)	Carn.; Stalker; Pack; Tameable (25%); Intimidation attack
<i>tybis</i>	Tybis	herb. (275)	bristl. (200)	mamm. (125)	Herb.; Pack; Herd
<i>tybis (bio-engineered)</i>	Tybis				Herb.; Pack; Herd; Milk
<i>tybis youth</i>	Tybis	herb. (200)	bristl. (150)	mamm. (100)	Herb.; Pack; Herd
<i>vampiric gackle bat</i>	Gacklebat	carn. (4)	bristl. (2)	mamm. (3)	Carn.; Pack; Aggro; Tameable (5%); Intimidation attack
<i>variegated womp rat</i>	self	wild (3)	leath. (3)	mamm. (2)	Carn.; Herd; Tameable (25%); Stun attack
<i>veermok</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Tameable (25%); Stun attack
<i>veermok</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Aggro; Stun attack
<i>veermok (bio-engineered)</i>	Veermok				Carn.; Pack
<i>veermok cannibal</i>	self	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Stalker; Aggro; Tameable (25%); Blind attack; Intimidation attack
<i>veermok guard</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Stun attack
<i>veermok guard</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Aggro; Stun attack
<i>veermok hunter</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Killer; Stalker; Pack; Tameable (25%); Blind attack; Stun attack
<i>veermok ravager</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Killer; Pack; Aggro; Tameable (25%); Stun attack
<i>veermok scavenger</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Aggro; Tameable (25%); Stun attack
<i>veermok scout</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Stalker; Pack; Tameable (25%); Stun attack
<i>veermok scout</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Stalker; Pack; Aggro; Stun attack
<i>veermok sentry</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Tameable (25%); Stun attack
<i>veermok sentry</i>	Veermok	carn. (150)	bristl. (150)	mamm. (60)	Carn.; Pack; Aggro; Tameable (25%); Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>vehement warrior</i>	Corel.	9	26%	80-90	292	675-825	5	5	0	0	0	0	0	10
<i>venerat devourer</i>	Rori	20	32%	160-170	1609	3.5k-4.3k	20	20	0	25	35	0	0	0
<i>venam-filled arachne</i>	Endor	36	40%	300-310	3642	8.5k-10.3k	45	45	0	65	65	0	65	-1
<i>verne</i>	Dath.	17	31%	170-180	1102	3.5k-4.3k	0	0	0	-1	-1	25	25	-1
<i>verne (bio-engineered)</i>	Dath.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>verne bull</i>	Dath.	19	32%	170-180	1426	4.5k-5.5k	0	0	0	-1	-1	25	25	-1
<i>verne calf</i>	Dath.	14	30%	130-140	714	2.4k-3k	0	0	0	0	0	0	0	-1
<i>vesp</i>	Lok	25	35%	210-220	2543	6.8k-8.3k	20	35	-1	0	-1	0	0	-1
<i>vesp (bio-engineered)</i>	Lok	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
<i>vesp hunter</i>	Lok	25	36%	240-250	2543	5k-6.1k	20	20	0	50	0	0	50	-1
<i>vesp scavenger</i>	Lok	29	37%	260-270	2914	8.1k-9.9k	30	30	0	-1	-1	80	80	-1
<i>vexed voritor lizard</i>	Dant.	52	50%	465-640	5007	11k-14k	35	-1	0	0	-1	-1	0	0
<i>vicious huf dun</i>	Talus	19	33%	190-200	1609	4.1k-5k	20	0	0	-1	-1	-1	-1	-1
<i>vicious squall</i>	Rori	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>vine rawl</i>	Naboo	19	32%	170-180	1609	4.1k-5k	10	10	0	0	0	0	45	0
<i>violent krahbu</i>	Corel.	13	29%	130-140	514	1k-1.2k	10	25	0	0	0	0	0	-1
<i>vir vur</i>	Rori	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>vir vur (bio-engineered)</i>	Rori	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	0
<i>volatile scyk</i>	Tatoo.	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>voracious patriarch</i>	Rori	37	40%	365-440	3642	8.5k-10.3k	15	15	0	0	0	15	15	100
<i>voracious rasp</i>	Talus	40	47%	445-600	4006	5k-6.1k	0	0	-1	-1	0	-1	0	-1
<i>voritor dasher</i>	Dant.	30	39%	345-400	3005	9.3k-11.3k	0	-1	0	-1	-1	-1	-1	0
<i>voritor lizard</i>	Dant.	22	35%	210-220	2006	5.9k-7.2k	0	0	0	0	0	0	0	-1
<i>vrelt</i>	Corel.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>vrelt mather</i>	Corel.	14	30%	140-150	714	1.5k-1.9k	10	10	0	0	0	0	0	-1
<i>vrobal</i>	Rori	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>vrobal bull</i>	Rori	19	33%	180-190	1426	4.5k-5.5k	15	10	35	0	-1	-1	-1	-1
<i>vrobal sow</i>	Rori	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
<i>vropalet</i>	Rori	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>vynock</i>	Corel.	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
<i>war granda</i>	Corel.	23	34%	200-210	2443	5.4k-6.6k	40	0	40	0	0	-1	-1	-1
<i>warren thune</i>	Dant.	26	36%	250-260	2637	7.7k-9.4k	20	0	0	0	0	0	0	-1
<i>wasteland cu pa</i>	Tatoo.	19	32%	170-180	1426	4.1k-5k	0	20	0	-1	-1	-1	-1	-1
<i>whisper bird female</i>	Yavin4	15	31%	170-180	831	2k-2.4k	0	0	0	0	0	0	0	0
<i>whisper bird hatchling</i>	Yavin4	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>whisper bird male</i>	Yavin4	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>wild bladeback boar</i>	Tatoo.	39	44%	355-420	3915	9.1k-11.1k	0	0	0	0	0	0	0	-1
<i>wild dune boar</i>	Tatoo.	50	50%	395-500	4916	10k-12k	10	40	10	0	0	0	0	-1
<i>wolf kima</i>	Talus	19	32%	190-200	1426	2.9k-3.5k	15	10	-1	-1	0	0	-1	-1

CREATURES: vehement warrior — wolf kima

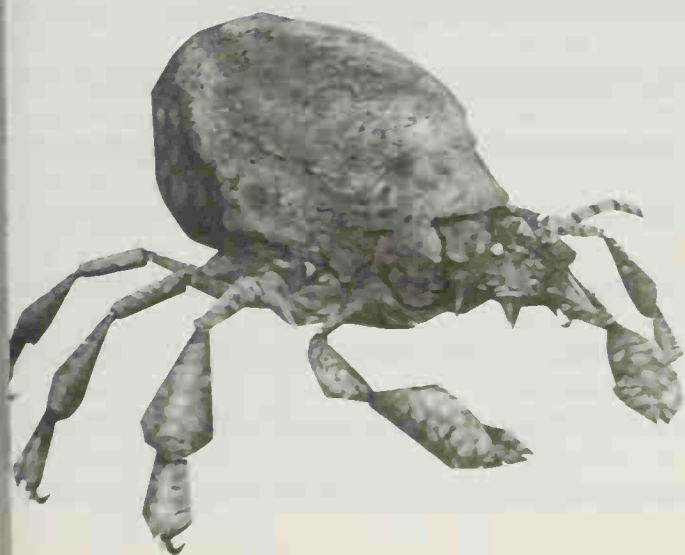
Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
<i>vehement warrior</i>	Durni	herb. (5)	wooly (3)	mamm. (2)	Herb.; Pack; Tameable (5%); Intimidation attack
<i>venerel devourer</i>	Pugoriss	carn. (35)	leath. (40)	mamm. (45)	Herb.; Pack; Herd; Aggro; Tameable (5%); Intimidation attack; Blind attack
<i>venom-filled arachne</i>	Arachne	insect ()			Carn.; Killer; Pack; Aggro; Stun attack; Poison attack (strong); Ranged attack (spit)
<i>verne</i>	Verne	herb. (125)	leath. (90)	mamm. (80)	Herb.; Pack; Herd; Tameable (25%); Intimidation attack
<i>verne (bio-engineered)</i>	Verne				Herb.; Pack; Herd; Milk
<i>verne bull</i>	Verne	wild (110)	leath. (95)	mamm. (85)	Herb.; Pack; Herd; Aggro; Tameable (25%); Stun attack; Milk (w)
<i>verne calf</i>	Verne	wild (18)	leath. (15)	mamm. (12)	Herb.; Pack; Herd
<i>vesp</i>	Vesp	reptil. (10)	leath. (5)		Carn.; Pack; Aggro; Tameable (25%); Blind attack; Stun attack
<i>vesp (bio-engineered)</i>	Vesp				Carn.; Pack; Aggro
<i>vesp hunter</i>	Vesp	reptil. (10)	leath. (5)		Carn.; Pack; Aggro; Tameable (25%); Blind attack; Posture down attack; Ranged attack (spit)
<i>vesp scavenger</i>	Vesp	reptil. (9)	leath. (3)		Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Dizzy attack; Ranged attack (spit)
<i>vexed voritor lizard</i>	Voritor Lizard	carn. (50)	leath. (50)	avian (50)	Carn.; Pack; Aggro; Knockdown attack; Dizzy attack
<i>vicious huf dun</i>	Huf Dun	herb. (850)	leath. (900)	mamm. (850)	Carn.; Killer; Pack; Tameable (25%); Stun attack
<i>vicious squall</i>	Squall	herb. (12)	bristl. (17)	mamm. (12)	Carn.; Pack; Herd; Aggro; Tameable (25%)
<i>vine rawl</i>	self	reptil. (40)	scale. (30)	mamm. (15)	Carn.; Killer; Pack; Tameable (25%); Posture down attack; Disease attack (poison)
<i>vialent krahbu</i>	self	herb. (225)	bristl. (135)	mamm. (135)	Carn.; Aggro; Tameable (25%); Intimidation attack
<i>vir vur</i>	Vir Vur	avian (10)	wooly ()	mamm. (4)	Herb.; Stalker; Herd; Tameable (25%)
<i>vir vur (bio-engineered)</i>	Vir Vur				Herb.; Stalker; Herd
<i>volatile scyk</i>	Scyk	carn. (40)	bristl. (25)	mamm. (18)	Carn.; Stalker; Pack; Aggro; Tameable (5%); Poison attack (medium)
<i>voracious patriarch</i>	Torton	carn. (1300)	wooly (1150)	mamm. (1300)	Carn.; Pack; Herd; Aggro; Knockdown attack; Intimidation attack
<i>voracious rasp</i>	Voracious Rasp	avian (60)		avian (25)	Carn.; Killer; Stalker; Pack; Herd; Aggro; Poison attack (strong); Blind attack
<i>voritor dasher</i>	Voritor Lizard	carn. (40)	leath. (30)	avian (35)	Carn.; Pack; Aggro; Dizzy attack; Area attack (poison); Ranged attack (spit)
<i>voritor lizard</i>	Voritor Lizard	carn. (35)	leath. (25)	avian (30)	Carn.; Pack; Aggro; Tameable (25%); Intimidation attack; Ranged attack (spit)
<i>vrelt</i>	Vrelt	wild (4)	leath. (3)	mamm. (2)	Herbivore
<i>vrelt mother</i>	Vrelt	carn. (13)	bristl. (13)	mamm. (13)	Carn.; Pack; Herd; Tameable (25%); Knockdown attack; Intimidation attack; Ranged attack (spit)
<i>vrobal</i>	Vrobal	carn. (13)	leath. (18)	mamm. (13)	Carn.; Pack; Tameable (25%); Posture down attack
<i>vrobal bull</i>	Vrobal	carn. (15)	leath. (22)	mamm. (16)	Carn.; Pack; Tameable (25%); Stun attack
<i>vrobal sow</i>	Vrobal	carn. (13)	leath. (20)	mamm. (15)	Carn.; Pack; Tameable (25%); Stun attack
<i>vrobalet</i>	Vrobal	carn. (10)	leath. (17)	mamm. (11)	Carn.; Pack; Tameable (25%); Posture down attack
<i>vynock</i>	self	herb. (50)	leath. (70)	mamm. (20)	Carn.; Tameable (25%); Stun attack
<i>war gronda</i>	Gronda	carn. (390)	leath. (300)	mamm. (240)	Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Knockdown attack; Stun attack
<i>warren thune</i>	Thune	herb. (115)	wooly (125)		Herb.; Pack; Herd; Can't be harmed; Intimidation attack
<i>wasteland cu pa</i>	Cu Pa	reptil. (215)	bristl. (100)	mamm. (115)	Herb.; Pack; Herd; Tameable (25%); Stun attack
<i>whisper bird female</i>	Whisperbird	avian (65)		avian (40)	Herb.; Pack; Herd
<i>whisper bird hatchling</i>	Whisperbird	avian (55)		avian (30)	Herb.; Pack; Herd
<i>whisper bird male</i>	Whisperbird	avian (65)		avian (40)	Herb.; Pack; Herd; Stun attack
<i>wild bladeback boar</i>	Zucca Boar	wild (120)	leath. (80)	mamm. (50)	Carn.; Killer; Pack; Knockdown attack; Stun attack
<i>wild dune boar</i>	Zucca Boar	herb. (90)	leath. (80)	mamm. (75)	Carn.; Killer; Pack; Aggro; Tameable (15%); Intimidation attack; Stun attack
<i>wolf kima</i>	self	herb. (10)	bristl. (11)	mamm. (10)	Carn.; Stalker; Pack; Aggro; Tameable (25%); Blind attack; Stun attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
wamp rat	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
wonderous cu-pa	Tatoo.	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
wood mite	Rori	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
wood mite matriarch	Rori	15	30%	140-150	831	2k-2.4k	25	15	0	0	0	0	0	-1
wood mite royal guard	Rori	18	31%	170-180	1426	2.4k-3k	25	15	-1	-1	0	0	0	-1
wooded paralope	Corel.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
woodland kima	Talus	18	32%	160-170	1257	4.5k-5.5k	15	10	0	-1	0	0	-1	-1
woolamander	Yavin4	27	35%	230-240	2730	6.8k-8.3k	30	30	-1	50	50	35	-1	-1
woolamander (bio-engineered)	Yavin4	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0
woolamander gatherer	Yavin4	29	38%	280-290	2822	8.3k-10.1k	0	0	-1	80	80	80	-1	-1
woolamander harrower	Yavin4	51	51%	400-510	5007	10k-13k	35	35	-1	60	60	60	-1	-1
woolamander harvester	Yavin4	38	43%	335-380	3733	9.1k-11.1k	0	0	-1	80	80	80	-1	-1
woolamander reaper	Yavin4	47	48%	375-460	4643	9.8k-12k	35	35	-1	70	70	70	-1	-1
wormed vrbal	Rori	11	29%	120-130	356	1k-1.2k	0	0	0	10	0	0	0	-1
warrt	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
warrt gutbuster	Tatoo.	16	33%	160-170	960	2.9k-3.5k	0	0	0	0	0	10	0	-1
wrix	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
young baz nitch	Dath.	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	0
young borgle	Rori	6	25%	45-50	147	135-165	15	5	0	0	0	0	0	-1
young borgle gruntling	Rori	6	25%	45-50	147	135-165	15	5	0	0	0	0	0	-1
young hanadak rock crusher	Endor	22	33%	190-200	2006	5k-6.1k	35	30	0	-1	-1	-1	-1	-1
young malklac	Dath.	20	32%	160-170	1609	5k-6.1k	25	25	0	0	-1	-1	-1	-1
young malklac plainswalker	Dath.	55	50%	370-450	5281	12k-14k	65	40	0	-1	-1	-1	0	90
young mountain squill	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
young reptilian flier	Dath.	10	28%	90-110	356	1k-1.2k	0	0	0	0	0	0	0	-1
young spined snake	Lok	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
zucca boar	Tatoo.	10	28%	120-130	356	675-825	0	0	0	0	0	0	0	-1
zucca boar (bio-engineered)	Tatoo.	1	20%	30-40	40	45-55	0	0	0	0	0	0	0	0



CREATURES: womp rat — zucca boar (bio-engineered)

Creature	Soc. Gp. (PvP)	Meat	Hide	Bone	Notes
womp rat	Womprat	wild (4)	leath. (3)	mamm. (2)	Carn.; Pack; Herd; Tameable (25%); Intimidation attack
wonderous cu-pa	Cu Pa	reptil. (215)	bristl. (100)	mamm. (115)	Herb.; Pack; Herd; Aggro; Tameable (5%); Stun attack; Ranged attack (spit) ; Milk (w)
wood mite	Bark Mite	insect (5)	scale. (4)		Carn.; Pack; Tameable (25%); Blind attack
wood mite matriarch	Bark Mite	insect (10)			Carn.; Pack; Herd; Aggro; Intimidation attack
wood mite royal guard	Bark Mite	insect (15)			Carn.; Killer; Pack; Herd; Aggro; Tameable (25%); Knockdown attack; Posture down attack; Ranged attack (spit)
wooded paralape	self	herb. (5)	wooly (3)	mamm. (2)	Herb.; Herd; Tameable (25%)
woodland kima	self	herb. (7)	bristl. (9)	mamm. (7)	Carn.; Pack; Tameable (25%); Intimidation attack
woolamander	Woolamander	carn. 0	wooly (20)	mamm. (20)	Herb.; Pack; Herd; Aggro; Stun attack; Dizzy attack
woolamander (bio-engineered)	Woolamander				Herb.; Pack; Herd; Aggro
woolamander gatherer	Woolamander	carn. (20)	wooly (20)	mamm. (20)	Herb.; Stalker; Herd; Intimidation attack; Dizzy attack
woolamander harrower	Woolamander	carn. (40)	bristl. (40)	mamm. (40)	Herb.; Killer; Pack; Herd; Aggro; Knockdown attack; Area attack (poison)
woolamander harvester	Woolamander	carn. 0	wooly (20)	mamm. (20)	Herb.; Pack; Herd; Aggro; Area attack (knockdown); Dizzy attack
woolamander reaper	Woolamander	carn. (35)	wooly (20)	mamm. (20)	Herb.; Killer; Pack; Herd; Aggro; Area attack (disease); Intimidation attack
wormed vrobal	Wormed Vrobal	carn. (13)	leath. (20)	mamm. (15)	Carn.; Aggro; Tameable (25%); Intimidation attack
worrt	Worrt	reptil. (5)	leath. (5)	mamm. (2)	Carn.; Tameable (25%)
worrt gutbuster	Worrt	reptil. (9)	leath. (9)	mamm. (4)	Carn.; Pack; Aggro; Tameable (5%); Stun attack
wrix	Wrix	carn. (60)	bristl. (30)	mamm. (25)	Carn.; Pack; Herd; Tameable (25%); Intimidation attack
young baz nitch	Baz Nitch	wild (5)	leath. (3)	mamm. (3)	Herb.; Killer; Pack; Herd; Aggro
young borgle	Borgle	carn. (5)	leath. (5)	avian (5)	Carn.; Pack; Posture down attack
young bargle grunting	Borgle	carn. (10)	leath. (10)	avian (10)	Carn.; Pack; Posture down attack
young honadak rock crusher	Hanadak	carn. 0	bristl. (35)	mamm. (35)	Carn.; Pack; Herd; Aggro; Dizzy attack
young malkloc	Malkloc	herb. (850)	leath. (900)	mamm. (850)	Herb.; Pack; Herd; Stun attack
young malkloc plainswalker	Malkloc PW	herb. (1500)	leath. (1350)	mamm. (1100)	Herb.; Pack; Herd; Posture down attack
young mountain squill	Mtn. Squill	carn. (2)	leath. (2)	mamm. (1)	Carn.; Pack; Herd; Aggro
young reptilian flier	Reptilian Flier	avian (120)	leath. (75)	avian (70)	Carn.; Pack; Aggro; Intimidation attack
young spined snake	Spinesnake	reptil. (7)	leath. (2)		Carn.; Pack; Aggro; Poison attack (mild)
zucca boar	Zucca Boar	herb. (65)	leath. (40)	mamm. (25)	Herb.; Pack; Tameable (25%); Stun attack
zucca boar (bio-engineered)	Zucca Boar				Herb.; Pack



	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Battle Droid</i>	all	130	400%	845-1400	12329	44k-54k	75	75	100	60	100	25	40	85
<i>Battle Droid</i>	all	130	400%	845-1400	12329	44k-54k	75	75	100	60	100	25	40	85
<i>Battle Droid</i>	all	130	400%	845-1400	12329	44k-54k	75	75	100	60	100	25	40	85
<i>Battle Droid</i>	all	130	400%	845-1400	12329	44k-54k	75	75	100	60	100	25	40	85
<i>Battle Droid</i>	all	134	550%	795-1300	12612	56k-68k	75	75	100	60	100	25	40	85
<i>Crackdown Dark Trooper</i>	all	1	40%	305-320	45	8.6k-10.5k	40	0	0	50	50	50	50	-1
<i>Crackdown Elite Dark Trooper</i>	all	1	64%	465-640	45	11k-14k	40	0	0	50	50	50	50	-1
<i>Dark Novatrooper</i>	all	228	1975%	1270-2250	21728	208k-254k	95	85	80	30	0	0	30	45
<i>Dark Trooper</i>	all	35	40%	305-320	3551	8.6k-10.5k	40	0	0	50	50	50	50	-1
<i>Elite Dark Trooper</i>	all	65	64%	465-640	6288	11k-14k	40	0	0	50	50	50	50	-1

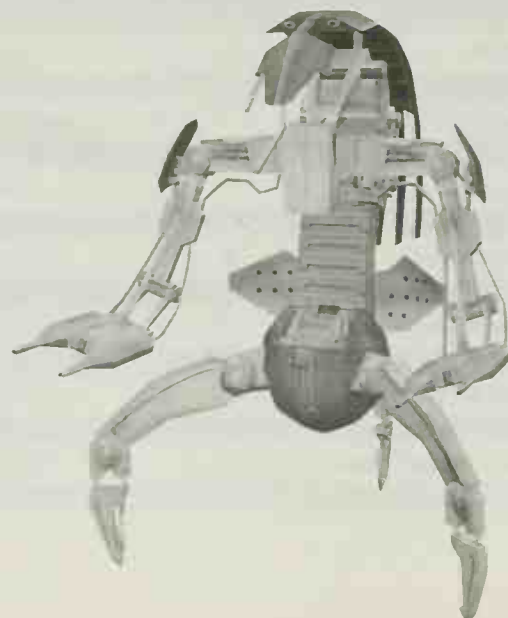
DROIDS

<i>2-1B surgical, medical droid</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1
<i>3PO protocol droid</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1
<i>alert droideka</i>	Yavin4	86	81%	595-900	8223	14k-17k	40	55	10	25	25	-1	0	0
<i>altered AT-ST</i>	all	86	85%	570-850	8223	13k-16k	0	0	0	0	0	0	0	100
<i>altered destroyer droid</i>	Dant.	60	60%	445-600	5738	11k-14k	35	35	0	0	0	-1	0	0
<i>altered spider droid</i>	Dant.	50	50%	395-500	4825	10k-12k	20	20	0	0	0	0	0	0
<i>Arakyd DZ-70 fugitive tracker droid</i>	all	18	33%	190-200	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Astromech waiter</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Blastramech</i>	all	80	75%	520-750	7668	12k-15k	45	65	100	60	100	25	40	75
<i>Bomarr monk</i>	Tatoo.	3	23%	35-45	62	90-110	0	0	0	0	0	0	0	-1
<i>Bomarr monk abbot</i>	Tatoo.	16	31%	160-170	960	2.4k-3k	20	0	0	0	0	0	0	0
<i>Bomarr monk bodyguard</i>	Tatoo.	12	29%	130-140	514	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Bomarr monk healer</i>	Tatoo.	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>Bomarr monk initiate</i>	Tatoo.	2	21%	35-40	40	68-83	0	0	0	0	0	0	0	-1
<i>C-3PO</i>	all	20	33%	190-200	1426	5k-6.1k	0	0	0	0	0	0	0	-1
<i>CLL-8 binary load lifter</i>	all	12	28%	70-75	430	1.2k-1.4k	25	25	0	0	0	-1	0	-1
<i>Darth Moul probe droid</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1
<i>droideka</i>	all	39	44%	370-450	3824	9.3k-11.3k	0	0	0	-1	0	-1	0	-1
<i>EG-6 power droid</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1
<i>enhanced droid</i>	Dant.	29	37%	260-270	2914	8.1k-9.9k	35	35	0	0	0	-1	-1	0
<i>EV-9D9</i>	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>G 5Po</i>	Tatoo.	20	33%	190-200	1426	5k-6.1k	0	0	0	0	0	0	0	-1
<i>hoiwire security droid</i>	Yavin4	63	64%	465-640	6105	11k-14k	25	25	0	0	0	-1	0	0
<i>helper R2 unit</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>IG assassin droid</i>	all	21	33%	220-230	1803	2.4k-3k	25	25	0	0	0	-1	0	-1
<i>ITO interrogator</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>LE repair droid</i>	all	18	33%	90-110	1102	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>LIN demolition mech</i>	all	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>Mand Bunker Medical Droid</i>	all	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
<i>Mand Bunker Repair Droid</i>	all	20	33%	190-200	1426	5k-6.1k	15	0	0	-1	40	0	0	-1
<i>Mand Bunker Workshop Droid</i>	all	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
<i>MSE-6 "Mouse" droid</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1
<i>MSE-6 "Mouse" droid</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1
<i>Probot droid</i>	all	19	33%	190-200	1257	2.9k-3.5k	0	10	0	0	0	0	0	0

ANDROIDS: Battle Droid — DROIDS: Probot droid

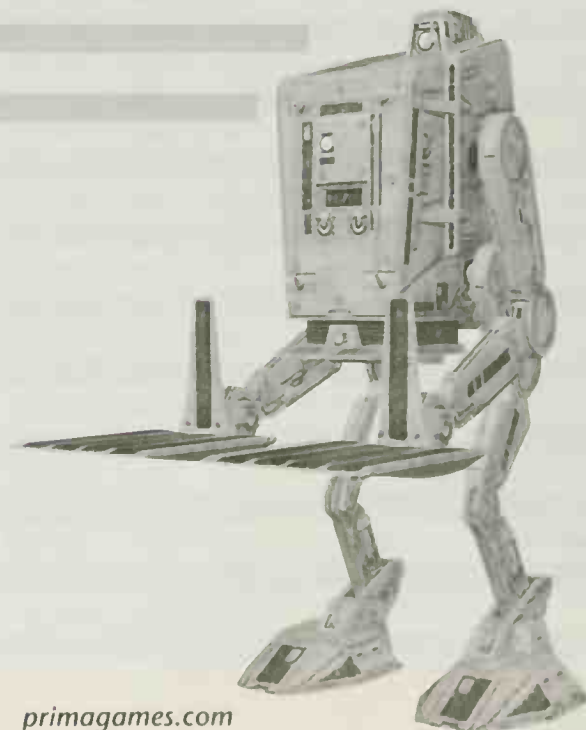
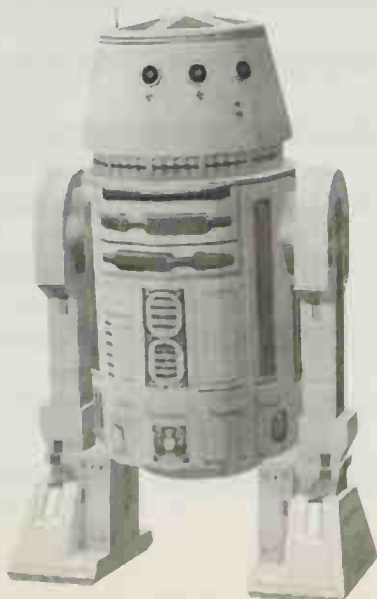
Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Battle Droid</i>	Corsec [aggro] (")	Imperial weapons (medium)	Killer; Pack; Aggro
<i>Battle Droid</i>	Battle Droid	Imperial weapons (medium)	Killer; Pack; Aggro
<i>Battle Droid</i>	Imperial	Imperial weapons (medium)	Killer; Pack; Aggro
<i>Battle Droid</i>	Rebel	Imperial weapons (medium)	Killer; Pack; Aggro
<i>Battle Droid</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Crackdown Dark Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Crackdown Elite Dark Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Dark Novatrooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Dark Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Elite Dark Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>2-1B surgical, medical droid</i>	self		Can't be harmed, Healer
<i>3PO protocol droid</i>	Protocol Droid		
<i>alert droideka</i>	self (Geon. Monster)	Killer; Pack; Aggro	
<i>altered AT-ST</i>	Warren Cyborg (")		Killer; Pack; Aggro; Knockdown attack; Intimidation attack
<i>altered destroyer droid</i>	Warren Teraud (")		Pack
<i>altered spider droid</i>	Warren Teraud (")		Pack
<i>Arakyd DZ-70 fugitive tracker droid</i>	self		Stalker
<i>Astromech waiter</i>	Astromech		
<i>Blastromech</i>	self	none	Killer; Pack; Aggro; Ranged attack
<i>Bomarr monk</i>	Spiderdroid		Pack
<i>Bomarr monk abbot</i>	Spiderdroid		Pack
<i>Bomarr monk bodyguard</i>	Spiderdroid		Pack
<i>Bomarr monk healer</i>	Spiderdroid		Herd
<i>Bomarr monk initiate</i>	Spiderdroid		Herd
<i>C-3PO</i>	Rebel (")		Can't be harmed
<i>CLL-8 binary load lifter</i>	self		
<i>Darth Maul probe droid</i>	self		Stalker
<i>droideka</i>	Droideka		Stalker; Pack; Aggro
<i>EG-6 power droid</i>	Powerdroid		
<i>enhanced droid</i>	Warren Teraud (")		Killer; Aggro; Blind attack; Intimidation attack
<i>EV-9D9</i>	self		Can't be harmed
<i>G 5Po</i>	Hutt (")		Can't be harmed
<i>haywire security droid</i>	Geon. Monster (")		Killer; Pack; Aggro; Ranged attack
<i>helper R2 unit</i>	Astromech		Can't be harmed
<i>IG assassin droid</i>	self		Killer; Stalker
<i>ITO interrogator</i>	self		
<i>LE repair droid</i>	self		
<i>LIN demolition mech</i>	self		
<i>Mand Bunker Medical Droid</i>	Death Watch (")		Can't be harmed
<i>Mand Bunker Repair Droid</i>	self (")		
<i>Mand Bunker Workshop Droid</i>	Death Watch (")		Can't be harmed
<i>MSE-6 "Mouse" droid</i>	Mousedroid		
<i>MSE-6 "Mouse" droid</i>	Mousedroid		
<i>Probot droid</i>	self		Stalker, Ranged attack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>probat drone</i>	all	8	27%	70-75	235	675-825	0	0	0	0	0	0	0	-1
<i>probat seeker</i>	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>R2 crafted space</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>R2 space</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R2 unit</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R2 unit</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>R2D2</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R3 crafted space</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>R3 space</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R3 unit</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R3 unit</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>R4 crafted space</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>R4 space</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R4 unit</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R4 unit</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>R5 crafted space</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>R5 space</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R5 unit</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>R5 unit</i>	all	18	33%	160-170	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>RA-7 "Bug" droid</i>	all	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>Raba bartender</i>	all	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>rogue droid</i>	Dant.	23	33%	190-200	2443	5k-6.1k	35	35	0	0	-1	0	-1	-1
<i>rogue droid</i>	Dant.	24	34%	200-210	2543	5.4k-6.6k	35	35	0	-1	0	-1	0	-1
<i>rogue droid</i>	Dant.	25	35%	210-220	2637	5.9k-7.2k	35	35	0	-1	0	-1	0	-1
<i>rogue droid</i>	Dant.	25	35%	220-230	2637	6.3k-7.7k	30	30	0	0	0	-1	0	-1
<i>Super Battle Droid</i>	all	228	1975%	1270-2250	21630	208k-254k	85	95	10060	100	25	40	85	
<i>Super Battle Droid</i>	all	199	1375%	1245-2200	18911	134k-164k	85	95	100	60	100	25	40	85
<i>Super Battle Droid</i>	all	199	1375%	1245-2200	18911	134k-164k	85	95	10060	100	25	40	85	
<i>Super Battle Droid</i>	all	199	1375%	1245-2200	18911	134k-164k	85	95	100	60	100	25	40	85
<i>Super Battle Droid</i>	all	199	1375%	1245-2200	18911	134k-164k	85	95	10060	100	25	40	85	
<i>training remate</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1
<i>TT8L "Tattletale" droid</i>	all	3	23%	35-45	45	90-110	0	0	0	0	0	0	0	-1
<i>TT8L-Y7 "Tattletale" droid</i>	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>WED Treadwell droid</i>	all	1	20%	30-40	30	45-55	0	0	0	0	0	0	0	-1



DROIDS: Probot droid — WED Treadwell droid

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>probot drone</i>	Imperial ("")		Stalker; Pack; Ranged attack
<i>probot seeker</i>	Imperial ("")		Stalker; Pack; Ranged attack
<i>R2 crafted space</i>	Astromech		
<i>R2 space</i>	Astromech		
<i>R2 unit</i>	Astromech		
<i>R2 unit</i>	Astromech		
<i>R2D2</i>	Astromech		
<i>R3 crafted space</i>	Astromech		
<i>R3 space</i>	Astromech		
<i>R3 unit</i>	Astromech		
<i>R3 unit</i>	Astromech		
<i>R4 crafted space</i>	Astromech		
<i>R4 space</i>	Astromech		
<i>R4 unit</i>	Astromech		
<i>R4 unit</i>	Astromech		
<i>R5 crafted space</i>	Astromech		
<i>R5 space</i>	Astromech		
<i>R5 unit</i>	Astromech		
<i>R5 unit</i>	Astromech		
<i>RA-7 "Bug" droid</i>	self		
<i>Robo bartender</i>	self		
<i>rogue droid</i>	Warren Teraud ("")		Killer; Pack; Aggro
<i>rogue droid</i>	Warren Teraud ("")		Killer; Pack; Aggro
<i>rogue droid</i>	Warren Teraud ("")		Killer; Pack; Aggro
<i>rogue droid</i>	Warren Teraud ("")		Killer; Pack; Aggro
<i>Super Battle Droid</i>	Death Watch ("")	Pirate weapons (heavy)	Killer; Aggro
<i>Super Battle Droid</i>	Corsec [aggro] ("")		Killer; Pack; Aggro; Ranged attack
<i>Super Battle Droid</i>	Battle Droid		Killer; Pack; Aggro; Ranged attack
<i>Super Battle Droid</i>	Imperial		Killer; Pack; Aggro; Ranged attack
<i>Super Battle Droid</i>	Rebel		Killer; Pack; Aggro; Ranged attack
<i>training remote</i>	self		
<i>TT8L "Tattletale" droid</i>	self		
<i>TT8L-Y7 "Tattletale" droid</i>	self		
<i>WED Treadwell droid</i>	self		



	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
NPCS														
0	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
4-LOM		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Aa'kuan anarchist	Talus	30	39%	290-300	3097	8.4k-10.2k	30	30	0	0	-1	-1	0	-1
Aa'kuan assassin	Talus	31	37%	270-280	3188	8.2k-10k	40	40	0	0	0	-1	0	0
Aa'kuan champion	Talus	30	39%	290-300	3097	8.4k-10.2k	30	30	0	0	-1	-1	0	-1
Aa'kuan defender	Talus	23	33%	190-200	2443	5k-6.1k	35	35	-1	0	0	-1	0	-1
Aa'kuan follower	Talus	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
Aa'kuan guardian	Talus	25	35%	220-230	2637	5.4k-6.6k	30	30	0	0	0	0	0	0
Aa'kuan keeper	Talus	13	30%	140-150	714	2k-2.4k	0	0	0	0	0	0	0	-1
Aa'kuan sentinel	Talus	17	31%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	0
Aa'kuan spice guard	Talus	27	36%	250-260	2822	7.7k-9.4k	30	30	-1	0	0	-1	0	-1
Aa'kuan steward	Talus	14	30%	150-160	831	2k-2.4k	0	0	0	0	0	0	0	0
Aa'kuan warder	Talus	29	37%	260-270	3005	8.1k-9.9k	30	30	0	0	0	-1	0	0
Aaph Kaden	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	10	0	0	-1
abandoned Rebel private	Dant.	27	36%	240-250	2822	7.2k-8.8k	30	30	40	40	-1	40	-1	-1
Ackbar		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Adar		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
adept Jinda shaman	Endor	32	39%	325-360	3188	8.4k-10.2k	0	0	0	0	0	0	0	0
adept Panshe shaman	Endor	23	35%	210-220	2219	6.8k-8.3k	0	0	0	0	0	0	0	0
Afarathu brute	Corel.	11	28%	90-110	514	810-990	10	5	0	0	0	0	0	-1
Afarathu cult bodyguard	Corel.	15	31%	160-170	960	2.4k-3k	0	10	0	0	0	0	0	-1
Afarathu cult follower	Corel.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Afarathu cult leader	Corel.	18	32%	160-170	1426	3.5k-4.3k	0	15	0	0	0	-1	0	-1
Afarathu cult zealot	Corel.	12	29%	130-140	609	1.2k-1.4k	0	0	0	0	0	0	0	-1
Afarathu hellion	Corel.	15	31%	160-170	960	2.4k-3k	0	10	0	0	0	0	0	-1
Afarathu ruffian	Corel.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Afarathu savage	Corel.	7	26%	70-75	187	180-220	0	0	0	0	0	0	0	-1
agriculturalist	all	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
Ajuva Vanasterin	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Alkhara bandit	Tatoo.	13	30%	140-150	714	1.5k-1.9k	0	0	10	10	0	0	0	-1
Alkhara bandit king	Tatoo.	22	35%	210-220	2219	5.9k-7.2k	0	0	35	35	-1	-1	0	-1
Alkhara champion	Tatoo.	20	33%	180-190	1803	5k-6.1k	20	0	25	25	-1	-1	-1	-1
Alkhara lieutenant	Tatoo.	16	31%	170-180	1102	2.9k-3.5k	0	0	25	25	-1	-1	-1	-1
Alliance intelligence case	all	22	35%	210-220	2219	5.9k-7.2k	0	0	0	0	0	0	0	-1
Alliance intelligence case officer	all	22	35%	210-220	2219	5.9k-7.2k	0	0	0	0	0	0	0	-1
Ankura Gungan	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Ankura gungan	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
apprentice creature handler	all	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
archaic Gandula ritualist	Endor	30	39%	290-300	3005	8.4k-10.2k	0	0	0	50	50	-1	-1	-1
archaic Jinda ritualist	Endor	41	44%	345-400	4006	9.3k-11.3k	0	50	-1	0	0	70	0	-1
archaic Panshee ritualist	Endor	60	60%	445-600	5738	11k-14k	25	25	0	0	0	0	0	0
archeologist	Q	19	33%	180-190	1257	4.5k-5.5k	0	0	0	0	0	0	0	0
Architect trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
area coordinatar	all	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
Armorsmith trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Arrek Van Sarka	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
artisan	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Artisan trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
0	Townsperson (")	Rebel weapons (light)	Offers missions
4-LOM	self		Pack; Can't be harmed
Aa'kuan anarchist	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan assassin	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan champion	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan defender	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan follower	Aa'kuan (")	Melee weapons	Pack
Aa'kuan guardian	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan keeper	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan sentinel	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan spice guard	Aa'kuan (")	Melee weapons	Killer; Pack
Aa'kuan steward	Aa'kuan (")	Melee weapons	Killer; Pack; Offers missions
Aa'kuan warder	Aa'kuan (")	Melee weapons	Killer; Pack; Offers missions
Aaph Koden	Townsperson	Pirate weapons (medium)	Pack; Can't be harmed
abandoned Rebel private	Rebel (")	Rebel weapons (heavy)	Killer; Pack
Ackbar	Rebel (")		Pack; Can't be harmed
Adar	Rebel (")		Pack; Can't be harmed
adept Jinda shaman	Jinda Tribe (")	none	Pack; Healer
adept Panshe shaman	Panshee Tribe (")	Ewok weapons	Pack; Healer
Afarathu brute	Afarathu (")	Pirate weapons (medium)	Killer; Pack; Aggro
Afarathu cult bodyguard	Afarathu (")	Pirate weapons (light)	Killer; Pack; Aggro
Afarathu cult follower	Afarathu (")	Pirate weapons (light)	Pack; Aggro
Afarathu cult leader	Afarathu (")	Pirate weapons (light)	Killer; Pack; Aggro; Offers missions
Afarathu cult zealot	Afarathu (")	Pirate weapons (light)	Killer; Pack; Aggro
Afarathu hellion	Afarathu (")	Pirate weapons (medium)	Killer; Pack; Aggro
Afarathu ruffian	Afarathu (")	Pirate weapons (light)	Pack; Aggro
Afarathu savage	Afarathu (")	Pirate weapons (light)	Pack; Aggro
agriculturalist	Townsperson (")	Rebel weapons (light)	Herd; Offers missions
Ajuva Vanasterin	Townsperson	Rebel weapons (light)	Pack
Alkhara bandit	Alkhara (")	Ranged weapons	Killer; Stalker; Pack
Alkhara bandit king	Alkhara (")	Pirate weapons (heavy)	Killer; Stalker; Pack
Alkhara champion	Alkhara (")	Pirate weapons (medium)	Killer; Stalker; Pack
Alkhara lieutenant	Alkhara (")	Ranged weapons	Killer; Stalker; Pack
Alliance intelligence case	Rebel (")	Rebel weapons (heavy)	Killer; Pack
Alliance intelligence case officer	Rebel (")	Rebel weapons (heavy)	Killer; Pack
Ankura Gungan	Gungan (")	Rebel weapons (light)	Pack; Offers missions
Ankura gungan	Gungan (")	Rebel weapons (light)	Pack
apprentice creature handler	Rebel (")	Rebel weapons (light)	Pack
archaic Gondula ritualist	Gondula Tribe (")	Ewok weapons	Pack
archaic Jinda ritualist	Jinda Tribe (")	none	Pack
archaic Panshee ritualist	Panshee Tribe (")	Ewok weapons	Pack
archeologist	Townsperson		Can't be harmed
Architect trainer	Townsperson (")		Pack; Can't be harmed
area coordinator	Rebel (")	Rebel weapons (light)	Pack
Armorsmith trainer	Townsperson (")		Pack; Can't be harmed
Arrek Von Sarko	Townsperson (")		Pack; Can't be harmed
artisan	Townsperson (")	Rebel weapons (light)	Offers missions
Artisan trainer	Townsperson (")		Pack; Can't be harmed

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Arven Wendik	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
assassin	all	23	35%	250-260	2219	4.1k-5k	0	20	0	-1	-1	50	50	-1
assassin	all	23	35%	210-220	2219	5.9k-7.2k	0	20	0	-1	-1	50	50	-1
Assassin Twilek Male	all	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
Assault Trooper	all	26	36%	250-260	2730	7.7k-9.4k	0	0	0	0	0	0	0	-1
Assault Trooper	all	26	36%	250-260	2730	7.7k-9.4k	20	20	0	-1	0	-1	0	-1
Assault Trooper Squad Leader	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	0	0	0	0	-1
Athok Dinvar	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
audience member	all	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
Aujante Klee	Dath.	23	33%	190-200	2006	3.5k-4.3k	25	25	0	40	40	40	40	-1
Axkva Min	Dath.	302	3000%	1645-3000	28549	385k-471k	100	0	0	100	100	100	100	100
Ayn Eckener	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Bab Esrus	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
bandit	all	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Barada		5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Bardo Klinj	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Baritha	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
bartender	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
bedraggled Korga laborer	Endor	27	37%	250-260	2730	8.2k-10k	0	0	0	20	20	-1	-1	-1
bedraggled Pubam laborer	Endor	21	33%	210-220	1803	5k-6.1k	0	0	0	40	40	-1	-1	-1
beguiling Dankuwah scout	Endor	18	32%	180-190	1426	4.1k-5k	0	0	0	0	0	0	0	-1
beguiling Korga scout	Endor	32	40%	305-320	3279	8.6k-10.5k	30	30	0	0	0	-1	-1	-1
beguiling Pubam scout	Endor	25	36%	240-250	2637	7.2k-8.8k	0	0	0	60	60	-1	-1	-1
Beldonna's League enforcer	Corel.	23	35%	220-230	2443	6.3k-7.7k	20	0	0	-1	-1	-1	0	-1
Beldonna's League marshal	Corel.	26	36%	250-260	2730	7.7k-9.4k	0	0	0	0	0	0	0	-1
Beldonna's League scout	Corel.	19	33%	180-190	1426	4.5k-5.5k	0	0	0	0	0	0	0	-1
Beldonna's League soldier	Corel.	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
berserk marauder	Endor	55	55%	495-700	5373	9.6k-11.8k	40	40	0	-1	0	0	-1	-1
Bestine	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Bestine Merchant		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
bewitching Dankuwah shaman	Endor	21	34%	210-220	2006	5.9k-7.2k	0	0	0	0	-1	30	-1	-1
bewitching Korga dark shaman	Endor	38	43%	345-400	3824	8.9k-10.9k	0	0	0	0	0	-1	30	0
bewitching Pubam dark shaman	Endor	30	39%	310-330	3097	8.4k-10.2k	0	0	0	40	40	-1	-1	-1
Bib Fortuna		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Binayre chief	Talus	22	34%	200-210	2006	5.4k-6.6k	25	0	0	0	0	-1	-1	-1
Binayre haoligan	Talus	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Binayre pirate	Talus	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
Binayre ruffian	Talus	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
Binayre scalawag	Talus	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
Binayre smuggler	Talus	17	32%	160-170	1102	4.5k-5.5k	0	0	0	0	0	0	0	-1
Binayre swindler	Talus	20	33%	180-190	1609	4.5k-5.5k	20	0	0	0	0	-1	-1	-1
Binna Jade	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Bio-engineer trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Biribas Tarun	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Bith assassin	all	18	32%	180-190	1257	3.5k-4.3k	0	0	0	0	0	0	0	-1
Bith Musician	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Bith sniper	all	9	27%	90-110	292	405-495	0	0	0	0	0	0	0	-1
Black Sun Assassin	all	107	175%	670-1050	10081	29k-36k	55	55	70	45	75	80	55	45
Black Sun Guard	all	96	95%	620-950	9057	20k-25k	40	40	60	35	55	70	35	40
Black Sun Henchman	all	76	75%	520-750	7207	12k-15k	35	35	50	25	45	60	25	30

NPCs: Arven Wendik — Black Sun Henchman

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Arven Wendik</i>	Townsperson (")		Pack; Can't be harmed
<i>assassin</i>	Mercenary	Pirate weapons (heavy)	Killer
<i>assassin</i>	Mercenary	Pirate weapons (heavy)	Killer
<i>Assassin Twilek Male</i>	Thug (")	Pirate weapons (heavy)	Pack
<i>Assault Trooper</i>	Imperial (")	ST assault weapons	Killer; Stalker; Pack
<i>Assault Trooper</i>	Imperial (")	ST assault weapons	Killer; Stalker; Pack
<i>Assault Trooper Squad Leader</i>	Imperial (")	ST assault weapons	Killer; Stalker; Pack
<i>Athok Dinvar</i>	Townsperson (")		Pack; Can't be harmed
<i>audience member</i>	Townsperson (")		Pack; Can't be harmed
<i>Aujante Klee</i>	Mtn. Clan (")		
<i>Axkva Min</i>	Nightsister (")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Ayn Eckener</i>	Townsperson (")		Pack; Can't be harmed
<i>Bab Esrus</i>	Townsperson (")		Pack; Can't be harmed
<i>bandit</i>	Bandit (")	Pirate weapons (light)	Stalker; Pack
<i>Barada</i>	Jabba (")		Pack; Can't be harmed
<i>Bardo Klinj</i>	Townsperson (")		Pack; Can't be harmed
<i>Baritha</i>	Nightsister	Rebel weapons (light)	Pack
<i>bartender</i>	Townsperson (")	Rebel weapons (light)	Offers missions
<i>bedraggled Korga laborer</i>	Korga Tribe (")	none	Pack; Aggro
<i>bedraggled Pubam laborer</i>	Pubam (")	none	Pack; Aggro
<i>beguiling Dankuwah scout</i>	Donkuwah Tr. (")	none	Killer; Stalker; Pack; Aggro
<i>beguiling Korga scout</i>	Korga Tribe (")	none	Killer; Stalker; Pack; Aggro
<i>beguiling Pubam scout</i>	Pubam (")	none	Killer; Stalker; Pack; Aggro
<i>Beldonna's League enforcer</i>	Bel. League (")	Pirate weapons (medium)	Killer; Pack
<i>Beldonna's League marshal</i>	Bel. League (")	Pirate weapons (heavy)	Killer; Pack; Offers missions
<i>Beldonna's League scout</i>	Bel. League (")	Pirate weapons (light)	Pack; Offers missions
<i>Beldonna's League soldier</i>	Bel. League (")	Pirate weapons (medium)	Pack
<i>berserk marauder</i>	Marauder (")		Killer; Pack; Aggro
<i>Bestine</i>	Townsperson (")		Pack; Can't be harmed
<i>Bestine Merchant</i>	Townsperson (")		Pack; Can't be harmed
<i>bewitching Donkuwah shaman</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>bewitching Korga dark shaman</i>	Korga Tribe (")	none	Killer; Pack; Aggro; Healer
<i>bewitching Pubam dark shaman</i>	Pubam (")	none	Killer; Pack; Aggro; Healer
<i>Bib Fortuna</i>	Jabba (")		Pack; Can't be harmed
<i>Binayre chief</i>	Binayre (")	Pirate weapons (heavy)	Pack; Aggro
<i>Binayre hooligan</i>	Binayre (")	Pirate weapons (light)	Pack; Aggro
<i>Binayre pirate</i>	Binayre (")	Pirate weapons (medium)	Pack; Aggro
<i>Binayre ruffian</i>	Binayre (")	Pirate weapons (medium)	Pack; Aggro
<i>Binayre scalawag</i>	Binayre (")	Pirate weapons (light)	Pack; Aggro
<i>Binayre smuggler</i>	Binayre (")	Pirate weapons (medium)	Pack; Aggro
<i>Binayre swindler</i>	Binayre (")	Pirate weapons (medium)	Pack; Aggro; Offers missions
<i>Binna Jade</i>	Townsperson	Pirate weapons (medium)	Pack; Can't be harmed
<i>Bio-engineer trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Biribas Tarun</i>	Townsperson	Rebel weapons (light)	Pack
<i>Bith assassin</i>	Bith	Ranged weapons	Pack
<i>Bith Musician</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Bith sniper</i>	Bith	Ranged weapons	Pack
<i>Black Sun Assassin</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Black Sun Guard</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Black Sun Henchman</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Black Sun Thug</i>	all	86	85%	570-850	8130	13k-16k	40	40	60	35	55	70	35	40
<i>Blerx Tango</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Blood Razor berzerker</i>	Lok	36	43%	395-500	3642	8.3k-10.1k	-1	60	0	0	-1	0	0	-1
<i>Blood Razor captain</i>	Lok	42	44%	345-400	4188	9.3k-11.3k	40	70	0	0	-1	0	0	-1
<i>Blood Razor cutthroat</i>	Lok	34	40%	335-380	3460	8.4k-10.2k	0	45	0	0	-1	0	0	-1
<i>Blood Razor destroyer</i>	Lok	38	42%	385-480	3824	8.1k-9.9k	0	60	0	0	-1	0	0	-1
<i>Blood Razor elite pirate</i>	Lok	33	39%	325-360	3370	8.1k-9.9k	0	60	0	0	-1	0	0	-1
<i>Blood Razor guard</i>	Lok	39	42%	345-400	3915	8.9k-10.9k	0	60	0	0	-1	0	0	-1
<i>Blood Razor officer</i>	Lok	40	43%	335-380	4006	9.1k-11.1k	0	60	0	0	-1	0	0	-1
<i>Blood Razor scout</i>	Lok	32	39%	310-330	3279	8.4k-10.2k	0	45	0	0	-1	0	0	-1
<i>Blood Razor strong pirate</i>	Lok	26	36%	290-300	2730	5k-6.1k	20	40	0	-1	-1	-1	-1	-1
<i>Blood Razor weak pirate</i>	Lok	21	33%	230-240	2006	2.9k-3.5k	0	25	0	0	-1	-1	0	-1
<i>blood-crazed plains Marauder</i>	Endor	56	55%	445-600	5464	12k-15k	0	0	0	-1	-1	-1	-1	-1
<i>Boba Fett</i>		99	99%	640-990	9336	24k-29k	45	45	0	90	90	90	-1	0
<i>bodyguard</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Bodyguard Zabrak Female</i>	all	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
<i>bambardier</i>	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Boota Lubble</i>	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Bars Teraud</i>	Dant.	75	75%	520-750	7207	12k-15k	45	45	0	0	0	0	-1	0
<i>Borvo the Hutt</i>	Naboo	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
<i>Borvo's bruiser</i>	Naboo	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>Borvo's champion</i>	Naboo	21	34%	200-210	1803	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>Borvo's champion</i>	Naboo	21	34%	200-210	2006	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>Borvo's guard</i>	Naboo	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Borvo's mercenary</i>	Naboo	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Borvo's soldier</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Borvo's thief</i>	Naboo	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	0
<i>Borvo's thug</i>	Naboo	18	32%	170-180	1102	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Boshek</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Bass Nass</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Bassk</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Bathan diplomat</i>	all	3	23%	35-45	45	90-110	0	0	0	0	0	0	0	-1
<i>Bothan information broker</i>	all	3	23%	35-45	45	90-110	0	0	0	0	0	0	0	-1
<i>Boula Siesi</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>bounty hunter</i>	all	24	35%	220-230	2443	6.3k-7.7k	20	20	0	0	0	0	-1	-1
<i>bounty hunter</i>	Tatoo.	99	100%	645-1000	9243	24k-30k	0	0	0	0	0	0	0	-1
<i>Bounty Hunter trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Brantlee Spandoon</i>	Carel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Brass Marshaa</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>brawler</i>	all	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>Brawler trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Brea Tannika</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Bren Kingal</i>	Tatoo.	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	0
<i>Brennis Daore</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Brigand</i>	all	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
<i>Brigand assassin</i>	all	17	32%	180-190	1257	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>Brigand leader</i>	all	20	33%	180-190	1803	4.5k-5.5k	10	20	0	0	0	0	0	-1
<i>Brigand scout</i>	all	13	30%	140-150	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>Branell</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Bruce Mcbrain</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0

NPCs: Black Sun Thug — Bruce Mcbrain

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Black Sun Thug</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Blerx Tango</i>	Townsperson	Pirate weapons (medium)	Pack, Can't be harmed
<i>Blood Razor berzerker</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor captain</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor cutthroat</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor destroyer</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor elite pirate</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor guard</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor officer</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor scout</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor strong pirate</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Blood Razor weak pirate</i>	Bloodrazor (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>blood-crazed plains Marauder</i>	Marauder (")	Pirate weapons (heavy)	Killer; Stalker; Pack; Aggro
<i>Boba Fett</i>	Jabba (")	Pirate weapons (heavy)	Pack; Can't be harmed
<i>bodyguard</i>	Mercenary	Rebel weapons (light)	Pack
<i>Bodyguard Zabrak Female</i>	Thug (")	Pirate weapons (heavy)	Pack
<i>bombardier</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Booto Lubble</i>	Townsperson	Rebel weapons (light)	Pack
<i>Bors Teraud</i>	Warren Teraud (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Borvo the Hutt</i>	Borvo (")		
<i>Borvo's bruiser</i>	Borvo (")	Pirate weapons (light)	Pack
<i>Borvo's champion</i>	Borvo (")	Pirate weapons (medium)	Pack
<i>Borvo's champion</i>	Borvo (")	Pirate weapons (medium)	Killer; Pack
<i>Borvo's guard</i>	Borvo (")	Rebel weapons (light)	Pack; Herd
<i>Borvo's mercenary</i>	Borvo (")	Pirate weapons (medium)	Pack
<i>Borvo's soldier</i>	Borvo (")	Ranged weapons	Stalker; Pack
<i>Borvo's thief</i>	Borvo (")	Pirate weapons (light)	Pack
<i>Borvo's thug</i>	Borvo (")	Pirate weapons (light)	Herd
<i>Boshek</i>	Townsperson	Pirate weapons (medium)	Pack; Can't be harmed
<i>Boss Nass</i>	Gungan (")		Pack; Can't be harmed
<i>Bossk</i>	Mercenary		Pack; Can't be harmed
<i>Bothan diplomat</i>	Spynet	Rebel weapons (light)	Offers missions
<i>Bothan information broker</i>	Spynet	Rebel weapons (light)	Stalker; Offers missions
<i>Boulo Siesi</i>	Artist		Pack; Can't be harmed
<i>bounty hunter</i>	Mercenary	Pirate weapons (heavy)	Killer
<i>bounty hunter</i>	Townsperson (")	Pirate weapons (heavy)	Herd; Can't be harmed
<i>Bounty Hunter trainer</i>	Townsperson (")		Pack, Can't be harmed
<i>Brantlee Spondoon</i>	Townsperson	Rebel weapons (light)	Pack
<i>Brass Marshoo</i>	Townsperson (")		Pack; Can't be harmed
<i>brawler</i>	Mercenary	Pirate weapons (light)	Stalker, Pack
<i>Brawler trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Brea Tonnika</i>	Townsperson	Pirate weapons (medium)	Pack; Can't be harmed
<i>Bren Kingal</i>	Townsperson (")	Imperial weapons (heavy)	Killer; Pack; Aggro
<i>Brennis Doore</i>	Townsperson (")		Pack; Can't be harmed
<i>Brigand</i>	Brigand	Pirate weapons (light)	Stalker, Pack, Aggro
<i>Brigand assassin</i>	Brigand	Pirate weapons (heavy)	Killer, Stalker, Pack, Aggro
<i>Brigand leader</i>	Brigand	Pirate weapons (heavy)	Killer, Pack, Aggro
<i>Brigand scout</i>	Brigand	Pirate weapons (light)	Killer, Pack, Aggro
<i>Bronell</i>	Townsperson (")		Pack; Can't be harmed
<i>Bruce Mcbrain</i>	Townsperson (")		Pack, Can't be harmed

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>businessman</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>cannibal</i>	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>cannibal</i>	Tatoo.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Canyon Corsair captain</i>	Lok	50	50%	395-500	4916	10k-12k	20	40	0	0	-1	0	0	-1
<i>Canyon Corsair cutthroat</i>	Lok	35	40%	320-350	3551	8.8k-10.8k	0	45	0	0	-1	0	0	-1
<i>Canyon Corsair destroyer</i>	Lok	40	43%	355-420	4006	8.8k-10.8k	0	60	0	0	-1	0	0	-1
<i>Canyon Corsair elite pirate</i>	Lok	42	44%	345-400	4188	9.3k-11.3k	0	70	0	0	-1	0	0	-1
<i>Canyon Corsair guard</i>	Lok	36	42%	325-360	3642	8.9k-10.9k	0	60	0	-1	-1	-1	0	-1
<i>Canyon Corsair scout</i>	Lok	29	39%	290-300	3005	8.4k-10.2k	25	0	0	0	0	-1	-1	-1
<i>Canyon Corsair strong pirate</i>	Lok	36	41%	320-350	3642	8.8k-10.8k	0	60	0	0	-1	-1	0	-1
<i>Canyon Corsair weak pirate</i>	Lok	29	39%	290-300	3005	8.4k-10.2k	25	0	0	0	0	-1	-1	-1
<i>Capt Loftus</i>	Tatoo.	10	28%	120-130	356	675-825	0	0	0	0	10	10	0	-1
<i>Captain Eso</i>	Yavin4	22	33%	190-200	1803	5k-6.1k	25	25	0	0	-1	0	0	-1
<i>Captain Gilad Pellaeon</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Captain Hassk</i>	Rori	73	70%	495-700	7023	12k-15k	80	0	0	0	20	0	35	0
<i>Captain Sarguillo</i>	Dath.	69	60%	495-700	6655	11k-13.5k	60	60	60	60	60	60	60	60
<i>Captain Tish</i>	Naboo	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Caravan leader (COA3)</i>	all	19	33%	180-190	1609	4.5k-5.5k	0	0	0	0	0	0	0	0
<i>Caravan thug (COA3)</i>	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Carbineer trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Cas Vankoo</i>	Lok	117	340%	725-1160	11109	40k-49k	75	75	-1	0	0	0	0	-1
<i>Chadra Fan assassin</i>	all	20	33%	240-250	1609	3.5k-4.3k	0	0	0	0	0	0	0	0
<i>Chadra Fan female</i>	Q	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Chadra Fan male</i>	Q	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Chadra Fan thief</i>	all	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>Champhra Biohin</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Choral</i>	Endor	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Chef trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Chertyl Ruluwoor</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Chewbacca</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>chief engineer of Aurilia</i>	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
<i>Chiss female</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Chiss male</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Chunker braggart</i>	Talus	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Chunker bruiser</i>	Talus	11	29%	120-130	514	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Chunker bully</i>	Talus	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Chunker creep</i>	Talus	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Chunker goon</i>	Talus	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Chunker mooch</i>	Talus	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Chunker nitwit</i>	Talus	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>Chunker pest</i>	Talus	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>Chunker punk</i>	Talus	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Chunker swindler</i>	Talus	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>civil patrol captain</i>	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>civil patrol commander</i>	all	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>civil patrol corporal</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>civil patrol sergeant</i>	all	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>civilian patrolman</i>	all	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>Coa2 Drall Scientist</i>	Corel.	24	35%	230-240	2443	6.8k-8.3k	0	0	0	0	0	0	0	0
<i>Cobral hooligan</i>	Rori	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1

NPCs: businessman — Cobral hooligan

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>businessman</i>	Townsperson (")	Rebel weapons (light)	Offers missions
<i>cannibal</i>	Cannibal	none	
<i>cannibal</i>	Cannibal	none	Stalker
<i>Canyon Corsair captain</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Canyon Corsair cutthroat</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Canyon Corsair destroyer</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Canyon Corsair elite pirate</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Canyon Corsair guard</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Canyon Corsair scout</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Canyon Corsair strong pirate</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Canyon Corsair weak pirate</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Capt Loftus</i>	Townsperson	Pirate weapons (heavy)	Pack; Can't be harmed
<i>Captain Esa</i>	Rebel (")	Imperial weapons (heavy)	
<i>Captain Gilad Pellaeon</i>	Townsperson	Rebel weapons (light)	Pack
<i>Captain Hassk</i>	Rorgungan (")	Captain Hassk's weapons	Killer; Pack; Herd; Aggro
<i>Captain Sarguillo</i>	Force Sensitive villager (")	Rebel weapons (heavy)	Killer; Pack; Can't be harmed; Missions
<i>Captain Tish</i>	RSF (")	Pirate weapons (medium)	Killer; Pack
<i>Caravan leader (COA3)</i>	Caravan (Jabba)	Pirate weapons (heavy)	Killer; Pack; Herd
<i>Caravan thug (COA3)</i>	Caravan (Jabba)	Pirate weapons (heavy)	Pack; Herd
<i>Carbineer trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Cas Vankoo</i>	Kimogila (Bandit)	Cas Vankoo's weapons	Killer; Stalker; Pack; Aggro
<i>Chadra Fan assassin</i>	Chadra Fan	Pirate weapons (heavy)	Killer; Stalker
<i>Chadra Fan female</i>	Chadra Fan	Rebel weapons (light)	
<i>Chadra Fan male</i>	Chadra Fan	Rebel weapons (light)	
<i>Chadra Fan thief</i>	Chadra Fan	Pirate weapons (medium)	Stalker
<i>Champhra Biahin</i>	Townsperson	Rebel weapons (light)	Pack
<i>Charal</i>	Marauder (")		Pack; Can't be harmed
<i>Chef trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Chertyl Ruluwaar</i>	Townsperson	Rebel weapons (light)	Pack
<i>Chewbacca</i>	Rebel (")		Pack; Can't be harmed
<i>chief engineer of Aurilia</i>	Force Sensitive villager (")	Rebel weapons (light)	Can't be harmed; Offers missions
<i>Chiss female</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Chiss male</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Chunker braggart</i>	Chunker Gang	Pirate weapons (light)	Pack; Aggro
<i>Chunker bruiser</i>	Chunker Gang	Ranged weapons	Killer; Pack; Aggro
<i>Chunker bully</i>	Chunker Gang	Ranged weapons	Stalker; Pack
<i>Chunker creep</i>	Chunker Gang	Pirate weapons (light)	Pack; Aggro
<i>Chunker goon</i>	Chunker Gang	Pirate weapons (light)	Aggro
<i>Chunker mooch</i>	Chunker Gang	Pirate weapons (light)	Pack
<i>Chunker nitwit</i>	Chunker Gang	Pirate weapons (light)	
<i>Chunker pest</i>	Chunker Gang	Pirate weapons (light)	Stalker; Pack
<i>Chunker punk</i>	Chunker Gang	Pirate weapons (light)	
<i>Chunker swindler</i>	Chunker Gang	Pirate weapons (light)	Pack
<i>civil patrol captain</i>	Imperial (")	Ranged weapons	Pack
<i>civil patrol commander</i>	Imperial (")	Ranged weapons	Pack
<i>civil patrol corporal</i>	Imperial (")	Imperial weapons (light)	Pack
<i>civil patrol sergeant</i>	Imperial (")	Imperial weapons (light)	Pack
<i>civilian patrolman</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Coa2 Drall Scientist</i>	Drall (Rebel)	Pirate weapons (heavy)	Pack
<i>Cobral haaligan</i>	Cobral (")	Pirate weapons (light)	Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Cobral mugger	Rori	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
Combat Medic trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
comm operator	all	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0
command security guard	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Commander Byrne	all	23	35%	220-230	2443	6.3k-7.7k	0	0	0	0	0	0	0	-1
commando	all	19	33%	180-190	1609	4.5k-5.5k	0	0	0	0	0	0	0	-1
Commando trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
common thief	all	11	29%	120-130	356	1k-1.2k	0	0	0	0	0	0	0	-1
commoner	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Competent Gondula ritualist	Endor	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
competent Jinda ritualist	Endor	27	36%	240-250	2730	7.2k-8.8k	30	30	-1	0	0	70	0	-1
competent Panshee ritualist	Endor	22	33%	190-200	2006	5k-6.1k	25	25	0	-1	0	-1	0	0
CompForce trooper	all	21	34%	200-210	2006	5.4k-6.6k	0	0	0	0	0	0	0	-1
computer scientist	Dant.	28	37%	270-280	2822	8.2k-10k	20	20	0	0	0	-1	-1	-1
contractor		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Coraline Dynes	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Corelia Times investigator	Corel.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Corelia Times reporter	Corel.	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
Corporal Sova	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
Corran Horn	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
CorSec agent	Corel.	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
CorSec Cadet	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
CorSec Captain	Corel.	22	35%	210-220	2219	5.9k-7.2k	0	0	0	0	0	0	0	-1
CorSec Chief	Corel.	27	37%	260-270	2822	8.1k-9.9k	0	0	0	0	0	-1	-1	-1
CorSec Commissioner	Corel.	30	39%	290-300	3097	8.4k-10.2k	0	0	0	0	0	0	-1	-1
CorSec deserter	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
CorSec Detective	Corel.	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
CorSec Inspector Sergeant	Corel.	19	33%	180-190	1609	4.5k-5.5k	0	0	0	0	0	0	0	-1
CorSec investigator	Corel.	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
CorSec Lieutenant	Corel.	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
CorSec Major	Corel.	24	35%	230-240	2543	6.8k-8.3k	15	15	0	0	0	-1	-1	-1
CorSec Master Sergeant	Corel.	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
CorSec Security Specialist	Corel.	120	400%	745-1200	11390	44k-54k	50	50	30	0	80	30	0	35
CorSec Sergeant	Corel.	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
CorSec Soldier	Corel.	86	85%	570-850	8223	13k-16k	45	45	30	0	80	30	0	35
CorSec Special Agent	Corel.	105	175%	670-1050	9987	29k-36k	45	45	30	0	80	30	0	35
CorSec Special Ops Captain	Corel.	171	1150%	995-1700	16220	110k-134k	65	65	30	0	80	30	0	35
CorSec Special Ops Chief	Corel.	200	1600%	1145-2000	19008	160k-195k	75	75	30	0	80	30	0	35
CorSec Special Ops Commissioner	Corel.	226	1975%	1270-2250	21533	208k-254k	85	85	30	0	80	30	0	35
CorSec Special Ops Inspector	Corel.	150	850%	895-1500	14219	81k-99k	55	55	30	0	80	30	0	35
CorSec Special Ops Lieutenant	Corel.	160	1000%	945-1600	15170	95k-116k	55	55	30	0	80	30	0	35
CorSec Special Ops Major	Corel.	181	1300%	1045-1800	17178	126k-154k	65	65	30	0	80	30	0	35
CorSec Special Ops Master Sergeant	Corel.	140	700%	845-1400	13273	68k-83k	50	50	30	0	80	30	0	35
CorSec Special Ops Sergeant	Corel.	96	95%	620-950	9150	20k-25k	45	45	30	0	80	30	0	35
CorSec Special Ops Trainee	Corel.	71	70%	495-700	6839	12k-15k	35	35	30	0	80	30	0	35
CorSec traitor	Corel.	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
CorSec trooper	Corel.	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0
Crackdown comm operator	all	1	30%	150-160	40	2k-2.4k	0	0	0	0	0	0	0	0
Crackdown Command Security Guard	all	1	31%	160-170	40	2.4k-3k	0	0	0	0	0	0	0	0
Crackdown Imperial Army Captain	all	1	34%	200-210	45	5.4k-6.6k	0	0	0	0	0	0	0	-1

NPCs: Cobral mugger — Crackdown Imperial Army Captain

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Cobral mugger</i>	Cobral (")	Pirate weapons (light)	
<i>Combat Medic trainer</i>	Townsperson (")		Pack; Can't be harmed; Healer
<i>comm operator</i>	Imperial (")	Imperial weapons (light)	Pack
<i>command security guard</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Commander Byrne</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>commando</i>	Mercenary	Rebel weapons (heavy)	Killer; Pack
<i>Commando trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>common thief</i>	Thug (")	Pirate weapons (medium)	
<i>commoner</i>	Townsperson (")	Rebel weapons (light)	Herd; Offers missions
<i>Competent Gondula ritualist</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>competent Jinda ritualist</i>	Jinda Tribe (")	none	Pack
<i>competent Panshee ritualist</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>CompForce trooper</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>computer scientist</i>	Warren Teraud (")	Pirate weapons (medium)	Pack; Aggro
<i>contractor</i>	Townsperson (")		Pack; Can't be harmed
<i>Coraline Dynes</i>	Townsperson	Rebel weapons (light)	Pack
<i>Corellia Times investigator</i>	Corellia Times	Pirate weapons (light)	Pack; Offers missions
<i>Corellia Times reporter</i>	Corellia Times	Pirate weapons (light)	Pack; Offers missions
<i>Corporal Sova</i>	Imperial (")	Stormtrooper weapons	Pack
<i>Corran Horn</i>	Townsperson	Rebel weapons (light)	Pack
<i>CorSec agent</i>	Corsec (")	Ranged weapons	Pack
<i>CorSec Cadet</i>	Corsec (")	Ranged weapons	Pack
<i>CorSec Captain</i>	Corsec (")	Ranged weapons	Killer; Pack
<i>CorSec Chief</i>	Corsec (")	Ranged weapons	Killer; Pack; Offers missions
<i>CorSec Commissioner</i>	Corsec (")	Ranged weapons	Killer; Pack
<i>CorSec deserter</i>	Rogue Corsec (")	Ranged weapons	Pack; Aggro
<i>CorSec Detective</i>	Corsec (")	Ranged weapons	Pack; Offers missions
<i>CorSec Inspector Sergeant</i>	Corsec (")	Ranged weapons	Killer; Pack
<i>CorSec investigator</i>	Corsec (")	Ranged weapons	Pack; Offers missions
<i>CorSec Lieutenant</i>	Corsec (")	Ranged weapons	Killer; Pack
<i>CorSec Major</i>	Corsec (")	Ranged weapons	Killer; Pack
<i>CorSec Master Sergeant</i>	Corsec (")	Ranged weapons	Pack
<i>CorSec Security Specialist</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Sergeant</i>	Corsec (")	Ranged weapons	Pack
<i>CorSec Soldier</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Agent</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Captain</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Chief</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>Corsec Special Ops Comissioner</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Inspector</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Lieutenant</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Major</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Master Sergeant</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Sergeant</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec Special Ops Trainee</i>	Corsec [aggro] (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec traitor</i>	Rogue Corsec (")	Ranged weapons	Killer; Pack; Aggro
<i>CorSec trooper</i>	Corsec (")	Ranged weapons	Pack
<i>Crackdown comm operator</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Crackdown Command Security Guard</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Crackdown Imperial Army Captain</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Crackdown Imperial Colonel</i>	all	1	35%	220-230	45	6.3k-7.7k	0	0	0	0	0	0	0	-1
<i>Crackdown Imperial Corporal</i>	all	1	31%	170-180	40	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Crackdown Imperial Exterminator</i>	Naboo	1	37%	290-300	45	7.7k-9.4k	0	0	0	-1	30	-1	30	-1
<i>Crackdown Imperial First Lieutenant</i>	all	1	33%	190-200	45	5k-6.1k	0	0	0	0	0	0	0	-1
<i>Crackdown Imperial Master Sergeant</i>	all	1	32%	170-180	45	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Crackdown Imperial Medic</i>	all	1	31%	170-180	40	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Crackdown Imperial Noncom</i>	all	1	30%	150-160	40	2k-2.4k	0	0	0	0	0	0	0	0
<i>Crackdown Imperial Sergeant</i>	all	1	31%	170-180	40	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Crackdown Imperial Sharpshooter</i>	all	1	32%	160-170	40	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>Crackdown Imperial Warrant Officer II</i>	all	1	32%	170-180	45	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Crackdown Rebel Commando</i>	all	1	36%	240-250	45	7.2k-8.8k	0	0	40	0	0	0	0	-1
<i>Crackdown Sand Trooper</i>	all	1	36%	240-250	45	7.2k-8.8k	0	0	40	100	-1	-1	-1	-1
<i>Crackdown Scout Trooper</i>	all	1	35%	220-230	30	6.3k-7.7k	15	15	0	0	0	-1	0	-1
<i>Crackdown specialist noncom</i>	all	1	30%	140-150	40	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>Crackdown Storm Commando</i>	all	1	38%	280-290	45	8.3k-10.1k	0	0	0	30	-1	30	-1	-1
<i>Crackdown Stormtrooper</i>	all	1	36%	240-250	45	7.2k-8.8k	0	0	40	0	0	0	0	-1
<i>Crackdown Stormtrooper Bombardier</i>	all	1	36%	270-280	45	5.9k-7.2k	0	0	40	0	0	0	0	-1
<i>Crackdown Stormtrooper Captain</i>	all	1	38%	280-290	45	8.3k-10.1k	0	0	0	-1	30	-1	30	-1
<i>Crackdown Stormtrooper Medic</i>	all	1	36%	240-250	45	7.2k-8.8k	0	0	40	0	0	0	0	-1
<i>Crackdown Stormtrooper Rifleman</i>	all	1	36%	240-250	45	7.2k-8.8k	0	0	40	0	0	0	0	-1
<i>Crackdown Stormtrooper Sniper</i>	all	1	36%	250-260	45	6.8k-8.3k	0	0	40	0	0	0	0	-1
<i>Crackdown Stormtrooper Squad Leader</i>	all	1	37%	260-270	45	8.1k-9.9k	0	0	0	-1	30	-1	30	-1
<i>Crackdown Swamp Trooper</i>	Naboo	1	36%	240-250	45	7.2k-8.8k	0	0	40	-1	-1	-1	100	-1
<i>crafty Donkuwah scout</i>	Endor	26	36%	250-260	2730	7.7k-9.4k	20	20	0	-1	-1	30	-1	-1
<i>crafty Korga scout</i>	Endor	45	48%	380-470	4461	9.7k-11.9k	15	15	0	0	0	-1	0	0
<i>crafty Pubam scout</i>	Endor	35	41%	320-350	3551	8.8k-10.8k	0	0	0	40	40	0	0	-1
<i>crazed Geonosian guard</i>	Yavin4	65	64%	480-670	6288	11k-14k	25	35	-1	65	0	25	-1	0
<i>crazed scientist</i>	Dant.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>Creature Handler trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Crev Bomboasa</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Crider Trant</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>crimelord</i>	Tatoo.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>crimelord</i>	Tatoo.	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>criminal</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Crowley</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Cx 425</i>	Yavin4	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dacif Gallamby</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dageerin</i>	Dath.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Daktar Bloodmoon</i>	Dath.	115	100%	820-1350	10921	24.5k-30k	80	80	80	80	80	80	80	80
<i>Dalla Solo</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Damalia Korde</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dancer trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dannik Malaan</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dantari battlelord</i>	Dant.	36	41%	320-350	3642	8.8k-10.8k	0	40	40	-1	60	60	-1	0
<i>Dantari chief</i>	Dant.	42	44%	345-400	4188	9.3k-11.3k	35	50	50	-1	70	70	-1	0
<i>Dantari raider</i>	Dant.	25	36%	240-250	2637	7.2k-8.8k	25	0	0	0	-1	0	-1	0
<i>Dantari strategist</i>	Dant.	29	39%	290-300	2914	8.4k-10.2k	0	20	40	-1	50	50	-1	20
<i>Dark Adept</i>	all	140	475%	945-1600	13178	50k-61k	80	80	80	80	80	80	80	80
<i>Dark Jedi Knight</i>	all	265	2350%	1645-3000	25266	261k-320k	90	90	90	90	90	90	90	90
<i>Dark Jedi Master</i>	all	291	2725%	1800-3310	27849	321k-392k	90	90	90	90	90	90	90	90

NPCs: Crackdown Imperial Colonel — Dark Jedi Master

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Crackdown Imperial Colonel</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Crackdown Imperial Corporal</i>	Imperial (")	Imperial weapons (medium)	Pack
<i>Crackdown Imperial Exterminator</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Crackdown Imperial First Lieutenant</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Crackdown Imperial Master Sergeant</i>	Imperial (")	Imperial weapons (medium)	Killer; Stalker; Pack
<i>Crackdown Imperial Medic</i>	Imperial (")	imperial weapons (heavy)	Pack; Healer
<i>Crackdown Imperial Noncom</i>	Imperial (")	Imperial weapons (light)	Stalker; Pack
<i>Crackdown Imperial Sergeant</i>	Imperial (")	Imperial weapons (medium)	Pack
<i>Crackdown Imperial Sharpshooter</i>	Imperial (")	Ranged weapons	Pack
<i>Crackdown Imperial Warrant Officer II</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Crackdown Rebel Commando</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Crackdown Sand Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Crackdown Scout Trooper</i>	Imperial (")	Imperial weapons (heavy)	
<i>Crackdown specialist noncom</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Crackdown Storm Commando</i>	Imperial (")	Stormtrooper weapons	Killer; Stalker; Pack
<i>Crackdown Stormtrooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Crackdown Stormtrooper Bombardier</i>	Imperial (")	ST bombardier weapons	Killer; Pack
<i>Crackdown Stormtrooper Captain</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Crackdown Stormtrooper Medic</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Healer
<i>Crackdown Stormtrooper Rifleman</i>	Imperial (")	ST rifleman weapons	Killer; Pack
<i>Crackdown Stormtrooper Sniper</i>	Imperial (")	ST sniper weapons	Killer; Pack
<i>Crackdown Stormtrooper Squad Leader</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Crackdown Swamp Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>crafty Donkuwah scout</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>crafty Korga scout</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>crafty Pubam scout</i>	Pubam (")	none	Killer; Pack; Aggro
<i>crazed Geonosian guard</i>	self	Geonosian weapons	Killer; Pack; Aggro
<i>crazed scientist</i>	Warren Imp.	none	Aggro
<i>Creature Handler trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Crev Bombaasa</i>	Townsperson	Rebel weapons (light)	Pack
<i>Crider Trant</i>	Townsperson (")		Pack; Can't be harmed
<i>crimelord</i>	Jabba (Hutt)	Pirate weapons (heavy)	Pack
<i>crimelord</i>	Hutt (")	Pirate weapons (heavy)	Pack
<i>criminal</i>	Thug (")	Pirate weapons (light)	Stalker; Pack; (Offers missions)
<i>Crowley</i>	Rebel (")		Pack; Can't be harmed
<i>Cx 425</i>	Imperial	Rebel weapons (light)	Pack
<i>Daclif Gallamby</i>	Townsperson	Rebel weapons (light)	Pack
<i>Dageerin</i>	Force Sensitive villager (")	Rebel weapons (light)	Can't be harmed
<i>Daktor Bloodmoon</i>	Sith Shadow (")	Pirate weapons (heavy)	Killer; Pack; Aggro; Healer
<i>Dallo Solo</i>	Townsperson	Rebel weapons (light)	Pack
<i>Damalia Korde</i>	Townsperson (")		Pack; Can't be harmed
<i>Dancer trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Dannik Malaan</i>	Townsperson	Rebel weapons (light)	Pack
<i>Dantari battlelord</i>	Dantari Raider (")	Primitive weapons	Killer; Pack
<i>Dantari chief</i>	Dantari Raider (")	Primitive weapons	Killer; Pack
<i>Dantari raider</i>	Dantari Raider (")	Primitive weapons	Killer; Pack
<i>Dantari strategist</i>	Dantari Raider (")	Primitive weapons	Pack
<i>Dark Adept</i>	Dark Jedi	none	Killer; Stalker; Aggro
<i>Dark Jedi Knight</i>	Dark Jedi	Dark Jedi weapons	Killer; Stalker; Aggro
<i>Dark Jedi Master</i>	Dark Jedi	Dark Jedi weapons	Killer; Stalker; Aggro

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Dark Jedi Sentinel</i>	all	1	3000%	2645-5000	45	1106k-1352k	95	95	95	95	95	95	95	95
<i>dark side savage</i>	Dant.	75	70%	595-900	7207	12k-15k	0	0	0	0	0	0	0	0
<i>Darklighter guard</i>	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Darkstone</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Darth Vader</i>		300	3000%	1645-3000	28549	385k-471k	0	0	0	0	0	0	0	0
<i>Dathomir prisoner</i>	all	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Death Watch Bloodguard</i>	all	121	400%	745-1200	11390	44k-54k	55	55	70	60	30	30	100	40
<i>Death Watch Ghost</i>	all	152	850%	895-1500	14314	81k-99k	65	65	70	60	35	35	100	50
<i>Death Watch Herald Imperial</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Death Watch Herald Rebel</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Death Watch Overlord</i>	all	221	1900%	1245-2200	20948	198k-242k	80	80	90	80	45	45	100	70
<i>Death Watch Rescue Scientist</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Death Watch Wraith</i>	all	178	1225%	1020-1750	16794	118k-144k	75	75	90	80	45	45	100	70
<i>Denell Kelvannon</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dera Darklighter</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>dervish</i>	Tatoo.	9	27%	90-110	292	270-330	10	10	0	0	0	0	0	-1
<i>Desert Demon</i>	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Desert Demon bodyguard</i>	Tatoo.	15	31%	160-170	831	2.4k-3k	0	0	0	15	0	0	0	-1
<i>Desert Demon bodyguard</i>	Tatoo.	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>Desert Demon brawler</i>	Tatoo.	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0
<i>Desert Demon leader</i>	Tatoo.	16	31%	170-180	1102	2.9k-3.5k	0	0	0	30	0	-1	-1	-1
<i>Desert Demon leader</i>	Tatoo.	16	31%	170-180	1102	2.9k-3.5k	0	0	0	25	-1	-1	-1	-1
<i>Desert Demon marksman</i>	Tatoo.	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>desert swooper</i>	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>desert swooper leader</i>	Tatoo.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>detention security guard</i>	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Devaronian male</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>diax</i>	Dath.	22	33%	230-240	1803	4.1k-5k	0	0	0	40	40	40	40	-1
<i>Didina Lippinoss</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dilvin Lormurojo</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dim-U abbot</i>	Tatoo.	11	29%	120-130	356	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Dim-U cleric</i>	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Dim-U monastery nun</i>	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Dim-U monk</i>	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Dim-U preacher</i>	Tatoo.	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>Dim-U priestess</i>	Tatoo.	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>disciple of Lord Nyax</i>	Corel.	16	31%	160-170	1102	2.4k-3k	0	15	0	0	-1	-1	0	-1
<i>Doak Sif</i>	Talus	48	49%	385-480	4734	10k-12.2k	0	0	0	0	0	0	0	0
<i>Doctor trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dolac Legasi</i>	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Donkuwah battlelord</i>	Endor	26	36%	250-260	2730	7.7k-9.4k	20	20	0	0	0	-1	0	-1
<i>Donkuwah chieftain</i>	Endor	58	57%	430-570	5647	11k-14k	15	50	0	0	0	-1	-1	0
<i>Donkuwah cub</i>	Endor	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Donkuwah laborer</i>	Endor	13	30%	130-140	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>Donkuwah scout</i>	Endor	18	32%	170-180	1426	4.1k-5k	0	0	0	-1	-1	30	-1	-1
<i>Donkuwah shaman</i>	Endor	30	39%	290-300	3097	8.4k-10.2k	0	0	0	0	0	-1	0	-1
<i>Donkuwah spiritmaster</i>	Endor	29	38%	280-290	3005	8.3k-10.1k	0	0	0	0	50	-1	0	-1
<i>Donkuwah tribesman</i>	Endor	13	30%	140-150	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>Dr Bledsoe</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dr. Dea Tore</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Dark Jedi Sentinel</i>	self (")	Dark Jedi weapons	Killer; Pack; Herd; Aggro
<i>dark side savage</i>	Remn. Of Kun		Killer; Pack
<i>Darklighter guard</i>	Darklighter	Rebel weapons (light)	Pack
<i>Darkstone</i>	Imperial (")		Pack; Can't be harmed
<i>Darth Vader</i>	Imperial (")		Pack; Can't be harmed
<i>Dathomir prisoner</i>	Prisoner	none	
<i>Death Watch Bloodguard</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Death Watch Ghost</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Death Watch Herald Imperial</i>	Imperial (")		Pack; Can't be harmed
<i>Death Watch Herald Rebel</i>	Rebel (")		Pack; Can't be harmed
<i>Death Watch Overlord</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Death Watch Rescue Scientist</i>	Townsperson (")		Pack; Can't be harmed
<i>Death Watch Wraith</i>	Death Watch (")	Pirate weapons (heavy)	Killer; Aggro
<i>Denell Kelvannon</i>	Townsperson	Rebel weapons (light)	Pack
<i>Dera Darklighter</i>	Darklighter		Pack; Can't be harmed
<i>dervish</i>	self	Pirate weapons (medium)	Stalker; Pack; Aggro
<i>Desert Demon</i>	Desert Demon (")	Pirate weapons (light)	Pack
<i>Desert Demon bodyguard</i>	Desert Demon (")	Ranged weapons	Pack
<i>Desert Demon bodyguard</i>	Desert Demon (")	Pirate weapons (medium)	Pack
<i>Desert Demon brawler</i>	Desert Demon (")	Pirate weapons (light)	Pack
<i>Desert Demon leader</i>	Desert Demon (")	Pirate weapons (medium)	Killer; Pack
<i>Desert Demon leader</i>	Desert Demon (")	Pirate weapons (medium)	Killer; Pack
<i>Desert Demon marksman</i>	Desert Demon (")	Ranged weapons	Pack
<i>desert swooper</i>	Swoop (")	Pirate weapons (light)	Stalker; Herd
<i>desert swooper leader</i>	Swoop (")	Pirate weapons (light)	Stalker
<i>detention security guard</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Devaronian male</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>diax</i>	Nightsister (")		
<i>Didina Lippinoss</i>	Townsperson	Rebel weapons (light)	Pack
<i>Dilvin Lormurojo</i>	Townsperson (")		Pack; Can't be harmed
<i>Dim-U abbot</i>	Dim-U	none	Herd
<i>Dim-U cleric</i>	Dim-U	none	Pack
<i>Dim-U monastery nun</i>	Dim-U	none	Herd
<i>Dim-U monk</i>	Dim-U	none	Herd
<i>Dim-U preacher</i>	Dim-U	none	Herd
<i>Dim-U priestess</i>	Dim-U	none	Herd; Healer
<i>disciple of Lord Nyax</i>	Lord Nyax (")	Ranged weapons	Killer; Pack; Aggro; Healer; Offers missions
<i>Dook Sif</i>	Sif (")	Sif weapons	Killer; Stalker; Pack; Aggro
<i>Doctor trainer</i>	Townsperson (")		Pack; Can't be harmed; Healer
<i>Dolac Legasi</i>	Hutt	Rebel weapons (light)	Pack
<i>Donkuwah battlelord</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>Donkuwah chieftain</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>Donkuwah cub</i>	Donkuwah Tr. (")	none	Pack; Aggro
<i>Donkuwah laborer</i>	Donkuwah Tr. (")	none	Pack; Aggro
<i>Donkuwah scout</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>Donkuwah shaman</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro; Healer
<i>Donkuwah spiritmaster</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>Donkuwah tribesman</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>Dr Bledsoe</i>	Townsperson (")		Pack; Can't be harmed
<i>Dr. Dea Tore</i>	Townsperson (")		Pack; Can't be harmed

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Drakka Judarrl</i>	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Drall abbot</i>	Corel.	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>Drall chieftain</i>	Corel.	22	35%	210-220	2006	5.9k-7.2k	20	0	0	-1	0	0	-1	-1
<i>Drall guard</i>	Corel.	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Drall guard (COA2)</i>	all	27	37%	260-270	2730	8.1k-9.9k	0	0	0	0	0	0	0	0
<i>Drall master</i>	Corel.	18	32%	170-180	1257	4.1k-5k	0	10	0	0	0	0	0	-1
<i>Drall monk</i>	Corel.	13	30%	140-150	609	1k-1.2k	0	0	0	0	0	0	0	0
<i>Drall patriot</i>	Corel.	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Drall patriot conqueror</i>	Corel.	19	32%	170-180	1609	4.1k-5k	10	30	0	-1	0	0	-1	-1
<i>Drall patriot foot soldier</i>	Corel.	13	30%	140-150	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>Drall patriot legionnaire</i>	Corel.	14	30%	150-160	831	2k-2.4k	0	0	0	0	0	0	0	-1
<i>Drall sentry</i>	Corel.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Draya Korbinari</i>	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>dread pirate</i>	all	23	35%	210-220	2443	5.9k-7.2k	0	20	0	40	-1	40	0	-1
<i>Drenn Zebber</i>	Yavin4	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>droid corps junior technician</i>	all	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Droid Engineer trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>droideka</i>	Lok	32	37%	310-330	3279	8.2k-10k	40	40	0	0	0	-1	0	-1
<i>draideka</i>	Lok	45	47%	395-500	4461	9.7k-11.9k	25	30	0	0	0	-1	0	-1
<i>Droopy McCool</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Dulok outcast</i>	Endor	20	33%	190-200	1803	5k-6.1k	0	0	0	40	40	-1	-1	0
<i>Dulok outcast raider</i>	Endor	20	33%	190-200	1803	5k-6.1k	0	0	0	40	40	-1	-1	0
<i>Dune Stalker</i>	Tatoo.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Dune Stalker brawler</i>	Tatoo.	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	0
<i>Dune Stalker enforcer</i>	Tatoo.	22	34%	200-210	2006	5.4k-6.6k	20	25	0	0	-1	-1	0	-1
<i>Dune Stalker leader</i>	Tatoo.	23	35%	220-230	2219	6.3k-7.7k	0	0	0	0	0	0	0	-1
<i>Dune Stalker marksman</i>	Tatoo.	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	0
<i>Dune Stalker scavenger</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	10	0	0	0	-1
<i>Durgur Pyne</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Ebenn Q3 Baabab</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>eerie Donkuwah spiritmaster</i>	Endor	39	44%	350-410	3915	9.2k-11.2k	0	0	0	-1	-1	0	0	0
<i>eerie Korga spiritmaster</i>	Endor	43	46%	370-450	4279	9.6k-11.8k	0	0	0	0	0	0	-1	-1
<i>eerie Pubam spiritmaster</i>	Endor	10	28%	130-140	430	675-825	0	0	0	0	0	0	0	-1
<i>elite Canyon Corsair</i>	Lok	45	47%	370-450	4461	9.7k-11.9k	20	45	0	0	-1	0	0	-1
<i>Elite Novatrooper</i>	all	162	1000%	945-1600	15360	95k-116k	65	65	80	30	0	0	30	45
<i>Elite Novatrooper Commander</i>	all	201	1600%	1145-2000	19104	160k-195k	60	75	80	30	0	0	30	45
<i>Elite Sand Trooper</i>	all	44	47%	370-450	4370	9.7k-11.9k	0	0	40	100	-1	-1	-1	-1
<i>Emperor's Hand</i>	all	252	2350%	1395-2500	24081	261k-320k	90	90	90	90	90	90	90	90
<i>enraged Donkuwah</i>	Endor	34	40%	335-380	3460	8.2k-10k	35	35	0	60	60	-1	0	-1
<i>enraged Korga</i>	Endor	32	39%	325-360	3279	7.7k-9.4k	0	0	0	100	100	-1	0	-1
<i>enraged Pubam</i>	Endor	10	28%	130-140	430	675-825	0	0	0	0	0	0	0	-1
<i>entertainer</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Entertainer trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Eozlin</i>	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
<i>Ephant Mon</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Erran Sif</i>	Talus	67	67%	480-670	6472	12k-14k	0	0	0	0	0	0	0	0
<i>escaped Nightsister slave</i>	Dath.	28	36%	270-280	2730	7.2k-8.8k	35	35	0	-1	-1	-1	-1	0
<i>escaped Singing Mountain clan slave</i>	Dath.	26	36%	260-270	2543	7.2k-8.8k	25	20	0	-1	0	-1	-1	0
<i>evil hermit</i>	Tatoo.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>evil nomad</i>	Tatoo.	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Drakka Judarri</i>	Townsperson	Rebel weapons (light)	Pack
<i>Drall abbot</i>	Drall (")	Pirate weapons (medium)	Pack
<i>Drall chieftain</i>	Drall (")	Pirate weapons (heavy)	Pack; Offers missions
<i>Drall guard</i>	Drall (")	Pirate weapons (medium)	Pack
<i>Drall guard (COA2)</i>	Rebel (")	Rebel weapons (heavy)	Stalker; Pack
<i>Drall master</i>	Drall (")	Pirate weapons (medium)	Pack
<i>Drall monk</i>	Drall (")	Pirate weapons (light)	Pack; Offers missions
<i>Drall patriot</i>	Drall (")	Pirate weapons (medium)	Pack
<i>Drall patriot conqueror</i>	Drall (")	Pirate weapons (medium)	Killer; Pack
<i>Drall patriot foot soldier</i>	Drall (")	Pirate weapons (medium)	Killer; Pack
<i>Drall patriot legionnaire</i>	Drall (")	Pirate weapons (medium)	Killer; Pack
<i>Drall sentry</i>	Drall (")	Rebel weapons (medium)	Pack
<i>Draya Korbinari</i>	Townsperson	Rebel weapons (light)	Pack
<i>dread pirate</i>	Pirate	Pirate weapons (heavy)	Killer; Pack
<i>Drenn Zebber</i>	Townsperson	Rebel weapons (light)	Pack
<i>droid corps junior technician</i>	Imperial (")	Imperial weapons (light)	Stalker; Pack
<i>Droid Engineer trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>droideka</i>	Droideka		Killer; Pack; Aggro
<i>droideka</i>	Droideka		Killer; Pack; Aggro
<i>Droopy McCool</i>	Jabba (")		Pack; Can't be harmed
<i>Dulok outcast</i>	Dulok Outcast	none	Killer; Pack; Aggro
<i>Dulok outcast raider</i>	Dulok Outcast	none	Killer; Pack; Aggro
<i>Dune Stalker</i>	Dune Stalker	Tusken weapons	Stalker; Pack; Aggro
<i>Dune Stalker brawler</i>	Dune Stalker	Tusken weapons	Stalker; Pack; Aggro
<i>Dune Stalker enforcer</i>	Dune Stalker	Tusken weapons	Stalker; Pack; Aggro
<i>Dune Stalker leader</i>	Dune Stalker	Tusken weapons	Stalker; Pack; Aggro
<i>Dune Stalker marksman</i>	Dune Stalker	Ranged weapons	Stalker; Pack; Aggro
<i>Dune Stalker scavenger</i>	Dune Stalker	Tusken weapons	Stalker; Pack; Aggro
<i>Durgur Pyne</i>	Townsperson	Rebel weapons (light)	Pack
<i>Ebenn Q3 Baobab</i>	Townsperson (")		Pack; Can't be harmed
<i>eerie Donkuwah spiritmaster</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>eerie Korga spiritmaster</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>eerie Pubam spiritmaster</i>	Pubam (")	none	Killer; Pack; Aggro
<i>elite Canyon Corsair</i>	Corsair (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Elite Novatrooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Elite Novatrooper Commander</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Elite Sand Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Emperor's Hand</i>	Imperial (")	none	Killer; Pack
<i>enraged Donkuwah</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>enraged Korga</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>enraged Pubam</i>	Pubam (")	none	Killer; Pack; Aggro
<i>entertainer</i>	Townsperson (")	Rebel weapons (light)	Herd; Offers missions
<i>Entertainer trainer</i>	Townsperson (")		Pack, Can't be harmed
<i>Eozlin</i>	Force Sensitive villager (")	Rebel weapons (heavy)	Can't be harmed; Offers missions
<i>Ephant Mon</i>	Jabba (")		Pack, Can't be harmed
<i>Erran Sif</i>	Sif (")	Sif weapons	Killer, Stalker, Pack, Aggro
<i>escaped Nightsister slave</i>	Escaped Slave		Aggro
<i>escaped Singing Mountain clan slave</i>	Escaped Slave		Aggro
<i>evil hermit</i>	Evil	Rebel weapons (light)	Pack, Aggro
<i>evil nomad</i>	Evil	Rebel weapons (light)	Pack, Aggro

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
evil settler	Tatoo.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Ewok outcast	Endor	31	39%	290-300	3097	8.4k-10.2k	25	0	0	60	60	0	0	-1
Ewok outcast raider	Endor	31	39%	310-330	3097	8.1k-9.9k	25	0	0	60	60	0	0	-1
exiled gungan	Naboo	40	44%	345-400	3915	9.3k-11.3k	0	0	0	0	0	0	0	0
explorer	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
eye of Solitude	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
fanatic of Lord Nyax	Corel.	20	33%	180-190	1803	4.5k-5.5k	0	20	0	25	-1	-1	25	-1
Furious Gretch	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
farmer	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
farmer's child	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
farmer's wife	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Fath Hray	Dath.	21	33%	250-260	1609	2.4k-3k	0	0	0	45	45	45	0	-1
Fawn Moanraiser	Tatoo.	99	99%	640-990	9243	24k-29k	40	40	0	0	0	0	0	0
Fed-Dub Captain	Talus	19	33%	180-190	1426	4.5k-5.5k	0	0	0	0	0	0	0	-1
Fed-Dub Commander	Talus	23	34%	200-210	2219	5.4k-6.6k	0	30	0	40	-1	40	-1	-1
Fed-Dub Constable	Talus	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
Fed-Dub investigator	Talus	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
Fed-Dub patrolman	Talus	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Fed-Dub supporter	Talus	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Feinu Zerk	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Fencer trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Feral force wielder	Dant.	115	100%	820-1350	10921	24k-30k	80	80	80	80	80	80	80	80
feral Marauder	Endor	44	47%	345-400	4370	10k-12k	0	0	0	-1	0	0	-1	0
feral Selonian	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
fiend of Lord Nyax	Corel.	29	36%	305-320	3005	5k-6.1k	30	45	0	50	-1	-1	50	-1
Fightmaster Jorak	Endor	22	33%	190-200	1803	5.9k-7.2k	30	30	0	-1	-1	-1	-1	-1
Figrin Dan	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
First Brigade captain	Rori	24	35%	220-230	2443	6.3k-7.7k	15	15	0	45	45	-1	-1	-1
First Brigade general	Rori	26	36%	250-260	2637	7.7k-9.4k	20	20	0	-1	40	-1	40	-1
First Brigade gunner	Rori	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
First Brigade infiltrator	Rori	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	10	-1
First Brigade marine	Rori	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
First Brigade officer	Rori	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
First Brigade scout	Rori	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
First Brigade sergeant	Rori	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
First Brigade technician	Rori	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
First Brigade trooper	Rori	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
Fixer	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Flail boss	Corel.	26	36%	250-260	2730	7.7k-9.4k	20	25	0	-1	-1	0	-1	-1
Flail butcher	Corel.	22	35%	220-230	2219	6.3k-7.7k	0	0	0	0	0	0	0	-1
Flail cutthroat	Corel.	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Flail enforcer	Corel.	19	33%	180-190	1426	4.5k-5.5k	0	0	0	0	0	0	0	0
Flail executioner	Corel.	25	36%	280-290	2637	5.9k-7.2k	25	0	0	-1	-1	60	-1	-1
Flail killer	Corel.	18	32%	180-190	1257	3.5k-4.3k	0	0	0	0	0	0	0	-1
Flail slayer	Corel.	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
foot of Solitude	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
force crystal hunter	Dant.	115	100%	820-1350	10921	24k-30k	80	80	80	80	80	80	80	80
Force-sensitive crypt crawler	Dant.	95	90%	685-1080	9057	16k-19k	45	45	0	0	0	0	0	0
Force-sensitive renegade	Dant.	80	80%	585-880	7668	12k-15k	0	0	0	0	0	0	0	0
Force-trained archaist	Dant.	90	90%	640-990	8593	13k-16k	45	45	0	0	0	0	0	0

NPCs: evil settler — Force-trained archaist

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>evil settler</i>	Evil	Rebel weapons (light)	Pack; Aggro
<i>Ewok outcast</i>	Ewok Outcast	Ewok weapons	Pack
<i>Ewok outcast raider</i>	Ewok Outcast	Ewok weapons	Pack
<i>exiled gungan</i>	Borvo (")	Pirate weapons (heavy)	Pack; Aggro
<i>explorer</i>	Mercenary	Rebel weapons (light)	Offers missions
<i>eye of Solitude</i>	Solitude (Rebel)	Rebel weapons (medium)	Pack
<i>fanatic of Lord Nyax</i>	Lord Nyax (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Furious Gretch</i>	Townsperson		Pack; Can't be harmed
<i>farmer</i>	Townsperson (")	Rebel weapons (light)	Herd; Offers missions
<i>farmer's child</i>	Townsperson (")		Herd; Can't be harmed
<i>farmer's wife</i>	Townsperson (")		Herd; Can't be harmed
<i>Fath Hray</i>	Nightsister (")		
<i>Fawn Moonraiser</i>	Darklighter	Rebel weapons (light)	Herd
<i>Fed-Dub Captain</i>	Fed Dub (")	Imperial weapons (heavy)	Pack; Herd
<i>Fed-Dub Commander</i>	Fed Dub (")		Pack; Herd; Offers missions
<i>Fed-Dub Constable</i>	Fed Dub (")	Imperial weapons (medium)	Pack; Herd
<i>Fed-Dub investigator</i>	Fed Dub (")	Imperial weapons (heavy)	Pack; Herd; Offers missions
<i>Fed-Dub patrolman</i>	Fed Dub (")	Rebel weapons (medium)	Pack; Herd
<i>Fed-Dub supporter</i>	Fed Dub (")	Rebel weapons (medium)	Pack; Herd
<i>Feinu Zerk</i>	Townsperson (")		Pack; Can't be harmed
<i>Fencer trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Feral force wielder</i>	Force Reneg.	Mixed force weapons	Killer; Pack
<i>feral Marauder</i>	Marauder (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>feral Selonian</i>	self	Rebel weapons (medium)	Killer
<i>fiend of Lord Nyax</i>	Lord Nyax (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Fightmaster Jorak</i>	Marauder (")		
<i>Figrin Dan</i>	Townsperson		Pack; Can't be harmed
<i>First Brigade captain</i>	Restuss (")	Rebel weapons (heavy)	Pack; Herd
<i>First Brigade general</i>	Restuss (")	Rebel weapons (heavy)	Pack
<i>First Brigade gunner</i>	Restuss (")	Rebel weapons (medium)	Pack; Herd
<i>First Brigade infiltrator</i>	Restuss (")	Rebel weapons (light)	Stalker; Pack; Herd
<i>First Brigade marine</i>	Restuss (")	Rebel weapons (medium)	Pack; Herd
<i>First Brigade officer</i>	Restuss (")	Rebel weapons (medium)	Pack; Herd
<i>First Brigade scout</i>	Restuss (")	Rebel weapons (medium)	Pack; Herd
<i>First Brigade sergeant</i>	Restuss (")	Rebel weapons (medium)	Pack; Herd
<i>First Brigade technician</i>	Restuss (")	Rebel weapons (light)	Pack; Herd
<i>First Brigade trooper</i>	Restuss (")	Rebel weapons (medium)	Pack; Herd
<i>Fixer</i>	Townsperson		Pack; Can't be harmed
<i>Flail boss</i>	Flail (")	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Flail butcher</i>	Flail (")	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Flail cutthroat</i>	Flail (")	Rebel weapons (medium)	Pack; Aggro
<i>Flail enforcer</i>	Flail (")	Rebel weapons (medium)	Pack; Aggro
<i>Flail executioner</i>	Flail (")	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Flail killer</i>	Flail (")	Pirate weapons (medium)	Pack; Aggro
<i>Flail slayer</i>	Flail (")	Pirate weapons (medium)	Killer; Pack; Aggro
<i>foot of Solitude</i>	Solitude (Rebel)	Rebel weapons (medium)	Pack
<i>force crystal hunter</i>	Remn. Of Kun	Mixed force weapons	Killer; Pack; Aggro
<i>Force-sensitive crypt crawler</i>	Remn. Of Kun	Mixed force weapons	Killer; Pack
<i>Force-sensitive renegade</i>	Force Reneg.		Killer; Pack
<i>Force-trained archaist</i>	Force Reneg.	Mixed force weapons	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>forsaken force drifter</i>	Dant.	80	80%	625-960	7668	11k-14k	0	0	0	0	0	0	0	0
<i>foul Donkuwah laborer</i>	Endor	24	35%	220-230	2443	6.3k-7.7k	25	15	0	0	0	0	0	-1
<i>foul Korga laborer</i>	Endor	20	33%	180-190	1609	4.5k-5.5k	20	10	0	0	0	-1	0	-1
<i>foul Pubam laborer</i>	Endor	31	39%	290-300	3097	8.9k-10.9k	0	0	0	40	40	-1	-1	-1
<i>frenzied Donkuwah</i>	Endor	39	42%	365-440	3915	9k-11k	40	0	0	50	50	-1	0	-1
<i>frenzied Korga</i>	Endor	35	41%	355-420	3551	8.5k-10.3k	0	0	0	60	60	-1	0	-1
<i>frenzied Marauder</i>	Endor	50	50%	470-650	4916	9.2k-11.2k	40	40	0	-1	-1	-1	0	-1
<i>frenzied Pubam</i>	Endor	40	44%	385-480	4006	8.8k-10.8k	0	0	0	0	0	-1	-1	100
<i>fringer</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Frontiersman</i>	all	17	32%	160-170	1257	3.5k-4.3k	0	0	0	0	0	0	-1	-1
<i>fugitive</i>	Tatoo.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Gabriel Ion</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>gadget specialist</i>	Q	19	33%	180-190	1257	4.5k-5.5k	0	0	0	0	0	0	0	0
Gadsle Distombe	Dath.	87	75%	620-950	8315	12.4k-15.2k	70	70	70	70	70	70	70	70
<i>gambler</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>gambler</i>	all	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>Gamorrean guard</i>	Tatoo.	10	28%	90-110	430	810-990	0	0	0	0	0	0	0	-1
<i>Garm Bel Iblis</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Garyn's dragoon</i>	Rori	26	36%	250-260	2730	7.7k-9.4k	25	20	0	-1	0	0	-1	-1
<i>Garyn's lieutenant</i>	Rori	30	39%	290-300	3097	8.4k-10.2k	0	30	0	-1	0	-1	0	-1
<i>Garyn's marauder</i>	Rori	23	35%	220-230	2219	6.3k-7.7k	0	0	0	0	0	0	0	-1
<i>Garyn's mugger</i>	Rori	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>Garyn's pirate</i>	Rori	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>Garyn's prowler</i>	Rori	11	29%	120-130	356	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Garyn's raider</i>	Rori	20	33%	190-200	1609	5k-6.1k	0	0	0	0	0	0	0	-1
<i>Garyn's thief</i>	Rori	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Garyn's vigo</i>	Rori	32	40%	305-320	3279	8.6k-10.5k	25	25	0	0	-1	0	0	-1
<i>Gavyn Sykes</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>General Otto</i>	all	25	36%	240-250	2637	7.2k-8.8k	0	20	0	0	0	0	0	-1
<i>Geonosian scientist</i>	Yavin4	48	49%	385-480	4643	10k-12.2k	15	15	-1	65	0	30	-1	0
<i>Geonosian technical assistant</i>	Yavin4	48	49%	385-480	4643	10k-12.2k	20	20	-1	65	0	30	-1	0
<i>Geonosian worker</i>	Yavin4	44	46%	360-430	4279	9.7k-11.9k	25	25	-1	65	0	25	-1	0
<i>Gerrik Lond</i>	Tatoo.	21	33%	210-220	1609	5k-6.1k	15	15	0	0	0	-1	0	-1
<i>Gerro Coronis</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Gethzerion</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Gial Itotr</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>gifted Gondula shaman</i>	Endor	46	46%	365-440	4461	9.8k-12k	50	50	0	0	0	-1	-1	0
<i>gifted Jinda shaman</i>	Endor	27	36%	240-250	2730	7.2k-8.8k	30	30	0	-1	0	0	-1	0
<i>gifted Panshee shaman</i>	Endor	38	42%	330-370	3733	9.2k-11.2k	0	0	0	0	0	0	0	0
<i>Gilad Pellaeon</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Gilker Budz</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Ging Darjeek</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Gins Darone</i>	Yavin4	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
<i>gnarled Donkuwah spiritmaster</i>	Endor	35	41%	320-350	3551	9k-11k	0	40	0	0	0	-1	0	-1
<i>gnarled Korga spiritmaster</i>	Endor	33	40%	320-350	3370	8.5k-10.3k	0	35	0	0	0	-1	0	-1
<i>gnarled Pubam spiritmaster</i>	Endor	31	39%	290-300	3188	8.9k-10.9k	0	0	0	40	40	-1	-1	-1
<i>Gold Two</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Gondula chief</i>	Endor	48	49%	385-480	4643	10k-12.2k	30	30	0	0	0	0	-1	0
<i>Gondula cub</i>	Endor	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>Gondula elder</i>	Endor	56	55%	420-550	5373	11k-13k	0	30	0	0	60	60	0	0

NPCs: forsaken force drifter — Gondula elder

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>forsaken force drifter</i>	Force Reneg.		Killer; Pack
<i>foul Donkuwah laborer</i>	Donkuwah Tr. (")	none	Pack; Aggro
<i>foul Korga laborer</i>	Korga Tribe (")	none	Pack; Aggro
<i>foul Pubam laborer</i>	Pubam (")	none	Pack; Aggro
<i>frenzied Donkuwah</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>frenzied Korga</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>frenzied Marauder</i>	Marauder (")		Killer; Pack; Aggro
<i>frenzied Pubam</i>	Pubam (")	none	Killer; Pack; Aggro
<i>fringer</i>	Mercenary	Pirate weapons (light)	
<i>Frontiersman</i>	Wilder	Ranged weapons	Killer; Stalker; Pack
<i>fugitive</i>	Thug (")	Pirate weapons (light)	
<i>Gabriel Ian</i>	Townsperson (")		Pack; Can't be harmed
<i>gadget specialist</i>	Townsperson		Can't be harmed
<i>Gadsle Distombe</i>	Sith Shadow (")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>gambler</i>	Mercenary	Pirate weapons (light)	Stalker; Offers missions
<i>gambler</i>	Thug (")	Pirate weapons (light)	Stalker; Offers missions
<i>Gamorrean guard</i>	Jabba (")	Pirate weapons (light)	Killer; Pack; Can't be harmed
<i>Garm Bel Iblis</i>	Townsperson	Rebel weapons (light)	Pack
<i>Garyn's dragoon</i>	Garyn (")	Ranged weapons	Killer; Pack; Aggro
<i>Garyn's lieutenant</i>	Garyn (")	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Garyn's marauder</i>	Garyn (")	Pirate weapons (medium)	Pack; Aggro
<i>Garyn's mugger</i>	Garyn (")	Pirate weapons (light)	Pack; Aggro
<i>Garyn's pirate</i>	Garyn (")	Pirate weapons (light)	Pack; Aggro
<i>Garyn's prowler</i>	Garyn (")	Pirate weapons (light)	Aggro
<i>Garyn's raider</i>	Garyn (")	Ranged weapons	Pack; Aggro
<i>Garyn's thief</i>	Garyn (")	Pirate weapons (light)	Stalker; Pack; Aggro
<i>Garyn's vigo</i>	Garyn (")	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Gavyn Sykes</i>	Townsperson (")		Pack; Can't be harmed
<i>General Otto</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Geonosian scientist</i>	Geonosian (")	Geonosian weapons	Pack
<i>Geonosian technical assistant</i>	Geonosian (")	Geonosian weapons	Pack
<i>Geonosian worker</i>	Geonosian (")	Geonosian weapons	Pack
<i>Gerrick Lond</i>	Jabba (")		
<i>Gerrio Coronis</i>	Townsperson (")		Pack; Can't be harmed
<i>Gethzerion</i>	Nightsister (")		Pack; Can't be harmed
<i>Gial Itotr</i>	Artist		Pack; Can't be harmed
<i>gifted Gondula shaman</i>	Gondula Tribe (")	Ewok weapons	Pack; Healer
<i>gifted Jinda shaman</i>	Jinda Tribe (")	none	Pack; Healer
<i>gifted Panshee shaman</i>	Panshee Tribe (")	Ewok weapons	Pack; Healer
<i>Gilad Pellaeon</i>	Townsperson	Rebel weapons (light)	Pack
<i>Gilker Budz</i>	Townsperson	Rebel weapons (light)	Pack
<i>Ging Darjeek</i>	Townsperson	Rebel weapons (light)	Pack
<i>Gins Darone</i>	Imperial (")		
<i>gnarled Donkuwah spiritmaster</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>gnarled Korga spiritmaster</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>gnarled Pubam spiritmaster</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Gold Two</i>	Townsperson	Rebel weapons (light)	Pack
<i>Gondula chief</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula cub</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula elder</i>	Gondula Tribe (")	Ewok weapons	Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Gondula elder worker</i>	Endor	19	32%	170-180	1426	4.1k-5k	20	0	0	35	35	-1	-1	-1
<i>Gondula loremaster</i>	Endor	20	33%	180-190	1609	4.5k-5.5k	0	0	0	35	35	-1	-1	-1
<i>Gondula matriarch</i>	Endor	15	31%	160-170	831	2.4k-3k	0	0	0	25	25	-1	-1	-1
<i>Gondula Outcast</i>	Endor	13	30%	140-150	609	1.5k-1.9k	0	0	0	10	15	0	0	-1
<i>Gondula ritualist</i>	Endor	22	35%	210-220	2006	5.9k-7.2k	0	0	0	50	50	-1	-1	-1
<i>Gondula shaman</i>	Endor	12	29%	130-140	514	1.2k-1.4k	0	0	0	10	15	0	-1	-1
<i>Gondula tribesman</i>	Endor	11	28%	90-110	430	810-990	5	5	0	15	15	0	0	-1
<i>Gondula veteran</i>	Endor	35	41%	320-350	3460	8.8k-10.8k	40	30	0	50	50	-1	-1	-1
<i>Gondula warrior</i>	Endor	23	33%	190-200	2219	5k-6.1k	30	30	0	50	50	-1	-1	-1
<i>Gondula worker</i>	Endor	18	31%	170-180	1257	2.9k-3.5k	15	20	0	30	30	-1	-1	-1
<i>Gorr Ebelt</i>	Naboo	21	33%	170-180	1609	4.1k-5k	30	30	0	-1	0	-1	0	-1
<i>Goru Rainstealer</i>	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>governor</i>	Naboo	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
<i>Governor Ian Lago</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Graf Zapalo</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Gramm Rile</i>	Tatoo.	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	0
<i>grassland blood Marauder</i>	Endor	50	50%	420-550	4916	11k-13k	30	30	0	-1	-1	-1	0	-1
<i>grassland raider</i>	Endor	40	44%	345-400	4006	9.3k-11.3k	40	40	0	-1	-1	0	0	0
<i>Gravin Attal</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Greck's assassin</i>	Corel.	11	29%	140-150	514	675-825	0	0	0	0	0	0	0	-1
<i>Greck's henchman</i>	Corel.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>Greck's mugger</i>	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Greck's smuggler</i>	Corel.	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Greeata</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Green Laser</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Grobber</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Grondorn Muse</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>grungy Donkuwah laborer</i>	Endor	28	37%	270-280	2914	8.2k-10k	0	15	0	50	50	-1	0	-1
<i>grungy Korga laborer</i>	Endor	26	36%	240-250	2730	7.2k-8.8k	20	25	0	50	50	-1	0	-1
<i>grungy Pubam laborer</i>	Endor	45	47%	370-450	4461	9.7k-11.9k	15	35	0	0	0	0	-1	-1
<i>Gundark desperado</i>	Rori	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>Gundark hooligan</i>	Rori	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Gundark raider</i>	Rori	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Gundark rogue</i>	Rori	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Gundark ruffian</i>	Rori	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Gundarkcrook</i>	Rori	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>Gungan bomber</i>	Naboo	17	32%	160-170	1102	3.5k-4.3k	0	0	0	-1	40	0	0	-1
<i>Gungan bomber</i>	Naboo	17	32%	160-170	1102	3.5k-4.3k	0	0	0	-1	30	0	0	-1
<i>Gungan Boss</i>	Naboo	19	32%	170-180	1426	4.1k-5k	0	20	0	35	35	-1	-1	-1
<i>Gungan Boss</i>	Naboo	19	32%	170-180	1426	4.1k-5k	0	20	0	35	35	-1	-1	-1
<i>Gungan Captain</i>	Naboo	21	34%	200-210	2006	5.4k-6.6k	0	0	0	-1	30	-1	-1	-1
<i>Gungan Captain</i>	Naboo	21	34%	200-210	2006	5.4k-6.6k	0	0	0	0	30	0	0	-1
<i>Gungan General</i>	Naboo	26	36%	250-260	2730	7.7k-9.4k	0	0	0	-1	30	0	0	-1
<i>Gungan General</i>	Naboo	26	36%	250-260	2730	7.7k-9.4k	0	25	0	-1	30	-1	0	-1
<i>Gungan Grand Army soldier</i>	Naboo	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Gungan Grand Army soldier</i>	Naboo	18	32%	170-180	1257	4.1k-5k	0	0	0	-1	20	-1	-1	-1
<i>Gungan guard</i>	Naboo	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Gungan guard</i>	Naboo	16	31%	170-180	960	2.9k-3.5k	0	0	0	-1	25	-1	-1	-1
<i>Gungan hermit</i>	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Gungan hunter</i>	Naboo	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1

NPCs: Gondula elder worker — Gungan hunter

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Gondula elder worker</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula loremaster</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula matriarch</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula Outcast</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula ritualist</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula shaman</i>	Gondula Tribe (")	Ewok weapons	Pack; Healer
<i>Gondula tribesman</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula veteran</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula warrior</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gondula worker</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>Gorr Ebelt</i>	Jabba (")	Imperial weapons (heavy)	
<i>Goru Rainstealer</i>	Townsperson (")		Pack; Can't be harmed
<i>governor</i>	Naboo (")	Imperial weapons (medium)	Herd; Offers missions
<i>Governor Ian Lago</i>	Townsperson (")	Rebel weapons (light)	Pack
<i>Graf Zapalo</i>	Townsperson (")		Pack; Can't be harmed
<i>Gramm Rife</i>	Townsperson (")	Pirate weapons (light)	Killer; Pack; Aggro
<i>grassland blood Marauder</i>	Marauder (")	Pirate weapons (medium)	Killer; Stalker; Pack; Aggro
<i>grassland raider</i>	Marauder (")		Killer; Pack; Aggro
<i>Gravin Attal</i>	Townsperson	Rebel weapons (light)	Pack
<i>Greck's assassin</i>	Olag Greck (")	Ranged weapons	Killer; Pack
<i>Greck's henchman</i>	Olag Greck (")	Pirate weapons (medium)	Pack
<i>Greck's mugger</i>	Olag Greck (")	Pirate weapons (medium)	Pack
<i>Greck's smuggler</i>	Olag Greck (")	Ranged weapons	Pack
<i>Greeata</i>	Rebel (")		Pack; Can't be harmed
<i>Green Laser</i>	Townsperson	Rebel weapons (light)	Pack
<i>Grobber</i>	Townsperson	Rebel weapons (light)	Pack
<i>Grondorn Muse</i>	Townsperson	Rebel weapons (light)	Pack
<i>grungy Donkuwah laborer</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>grungy Korga laborer</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>grungy Pubam laborer</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Gundark desperado</i>	Gundk. Gang (thug)	Pirate weapons (light)	Stalker
<i>Gundark hooligan</i>	Gundk. Gang (thug)	Pirate weapons (light)	
<i>Gundark raider</i>	Gundk. Gang (thug)	Pirate weapons (medium)	Pack
<i>Gundark rogue</i>	Gundk. Gang (thug)	Pirate weapons (light)	Pack
<i>Gundark ruffian</i>	Gundk. Gang (thug)	Pirate weapons (light)	Pack
<i>Gundarkcrook</i>	Gundk. Gang (thug)	Pirate weapons (light)	
<i>Gungan bomber</i>	Gungan (")	Pirate weapons (medium)	Pack
<i>Gungan bomber</i>	Gungan (")	Rebel weapons (medium)	Pack
<i>Gungan Boss</i>	Gungan (")	Rebel weapons (heavy)	Pack
<i>Gungan Boss</i>	Gungan (")	Rebel weapons (medium)	Pack
<i>Gungan Captain</i>	Gungan (")	Rebel weapons (medium)	Killer; Pack
<i>Gungan Captain</i>	Gungan (")	Rebel weapons (medium)	Killer; Pack
<i>Gungan General</i>	Gungan (")	Rebel weapons (heavy)	Killer; Pack
<i>Gungan General</i>	Gungan (")	Rebel weapons (medium)	Killer; Pack
<i>Gungan Grand Army soldier</i>	Gungan (")	Pirate weapons (medium)	Pack
<i>Gungan Grand Army soldier</i>	Gungan (")	Rebel weapons (medium)	Pack
<i>Gungan guard</i>	Gungan (")	Pirate weapons (medium)	Pack
<i>Gungan guard</i>	Gungan (")	Rebel weapons (medium)	Pack
<i>Gungan hermit</i>	Gungan (")	Pirate weapons (medium)	
<i>Gungan hunter</i>	Gungan (")	Pirate weapons (medium)	Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Gungan hunter	Naboo	17	32%	160-170	1102	3.5k-4.3k	0	0	0	-1	20	-1	-1	-1
Gungan kaadu rider	Naboo	15	31%	160-170	831	2.4k-3k	0	0	0	-1	20	-1	-1	-1
Gungan mercenary	Naboo	14	30%	150-160	831	2k-2.4k	0	0	0	0	15	0	0	-1
Gungan mercenary	Naboo	14	30%	150-160	831	2k-2.4k	0	0	0	0	15	0	0	-1
Gungan outcast	Naboo	9	27%	80-90	292	675-825	0	0	0	0	15	0	0	-1
Gungan priest	Naboo	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
gungan reject	Naboo	35	41%	320-350	3460	8.8k-10.8k	0	0	0	0	0	0	0	0
Gungan scout	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	10	0	0	-1
Gungan war chief	Naboo	20	33%	190-200	1803	5k-6.1k	0	0	0	0	25	0	0	-1
Gungan war chief	Naboo	20	33%	190-200	1803	5k-6.1k	0	0	0	0	25	0	0	-1
gunner	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
gunrunner	Tatoo.	14	30%	150-160	609	2k-2.4k	0	0	0	0	0	0	0	-1
gunrunner	Tatoo.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
haggard Donkuwah battlelord	Endor	24	34%	200-210	2543	5.4k-6.6k	35	35	0	0	0	-1	-1	0
haggard Pubam battlelord	Endor	44	50%	420-550	4370	11k-13k	-1	-1	0	0	0	-1	-1	100
Hagann Zeed	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Hal Harn	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Haleen Snowline	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Han Solo		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
hand of Solitude	Corel.	15	31%	160-170	960	2.4k-3k	0	0	0	0	0	0	0	-1
hardened Gondula warrior	Endor	53	53%	410-530	5190	10k-13k	30	30	0	0	0	0	-1	0
hardened Jinda warrior	Endor	50	50%	395-500	4916	10k-12k	0	0	0	0	0	0	0	0
hardened Panshee warrior	Endor	17	31%	160-170	1257	3.5k-4.3k	0	0	0	0	0	0	0	0
Hedon Istee	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Hefsen Zindalai	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Biogenic Gardo		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Biogenic Harman		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Biogenic Teraeza		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Carellia Karin		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Carellia Lock		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Carellia Ren	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Dathomir Azzenaj	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Dathomir Denbar	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Dathomir Leandra	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Dathomir Olaf		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Lok Andria		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Lok Talia		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Naboo Demitri		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Naboo Hanna		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Naboo Ketter		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Naboo Ronin		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Naboo Vaikanna		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Tatooine Errik		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Herald Tatooine Viconya		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
hermit	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
hermit	Tatoo.	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
Hidden Daggers activist	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Hidden Daggers dissident	Corel.	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
Hidden Daggers extremist	Corel.	13	30%	150-160	714	1.2k-1.4k	0	0	0	0	0	0	0	-1
Hidden Daggers leader	Corel.	18	32%	170-180	1426	2.9k-3.5k	0	15	0	-1	-1	-1	40	-1

NPCs: Gungan hunter — Hidden Daggers leader

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Gungan hunter</i>	Gungan ("")	Rebel weapons (medium)	Pack
<i>Gungan kaadu rider</i>	Gungan ("")	Pirate weapons (medium)	Pack
<i>Gungan mercenary</i>	Mercenary	Rebel weapons (medium)	Killer; Pack
<i>Gungan mercenary</i>	Mercenary		Killer; Pack
<i>Gungan outcast</i>	self	Rebel weapons (medium)	Killer; Stalker; Aggro
<i>Gungan priest</i>	Gungan ("")	Rebel weapons (medium)	Herd
<i>gungan reject</i>	Borvo ("")	Pirate weapons (heavy)	Pack; Aggro
<i>Gungan scout</i>	Gungan ("")	Pirate weapons (medium)	Pack
<i>Gungan war chief</i>	Gungan ("")	Imperial weapons (medium)	Killer; Pack
<i>Gungan war chief</i>	Gungan ("")	Rebel weapons (medium)	Killer; Pack
<i>gunner</i>	Imperial ("")	Imperial weapons (light)	Pack
<i>gunrunner</i>	Mercenary	Pirate weapons (medium)	Aggro
<i>gunrunner</i>	Mercenary	Pirate weapons (medium)	
<i>haggard Donkuwah battlelord</i>	Donkuwah Tr. ("")	none	Killer; Pack; Aggro
<i>haggard Pubam battlelord</i>	Pubam ("")	none	Killer; Pack; Aggro
<i>Hagrin Zeed</i>	Townsperson	Rebel weapons (light)	Pack
<i>Hol Horn</i>	Townsperson	Rebel weapons (light)	Pack
<i>Haleen Snowline</i>	Townsperson	Rebel weapons (light)	Pack
<i>Hon Solo</i>	Rebel ("")		Pack; Can't be harmed
<i>hand of Solitude</i>	Solitude (Rebel)	Pirate weapons (medium)	Killer; Pack
<i>hardened Gondula warrior</i>	Gondula Tribe ("")	Ewok weapons	Killer; Pack
<i>hardened Jinda warrior</i>	Jinda Tribe ("")	none	Killer; Pack
<i>hardened Panshee warrior</i>	Panshee Tribe ("")	Ewok weapons	Killer; Pack
<i>Hedon Istee</i>	Townsperson		Pack; Can't be harmed
<i>Hefsen Zindalai</i>	Townsperson	Rebel weapons (light)	Pack
<i>Herald Biogenic Gardo</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Biogenic Harmon</i>	Imperial ("")		Pack; Can't be harmed
<i>Herald Biogenic Teraeza</i>	Rebel ("")		Pack; Can't be harmed
<i>Herald Corellia Karin</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Corellia Lock</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Corellia Ren</i>	Townsperson ("")		Pack; Can't be harmed; Healer
<i>Herald Dathomir Azenaj</i>	Mtn. Clan ("")		Pack; Can't be harmed; Healer
<i>Herald Dathomir Denbar</i>	Townsperson ("")		Pack; Can't be harmed; Healer
<i>Herald Dathomir Leandra</i>	Nightsister ("")		Pack; Can't be harmed; Healer
<i>Herald Dathomir Olof</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Lok Andria</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Lok Talia</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Naboo Demitri</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Naboo Hanna</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Naboo Ketter</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Naboo Ronin</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Naboo Vaikanna</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Tatooine Errik</i>	Townsperson ("")		Pack; Can't be harmed
<i>Herald Tatooine Viconya</i>	Townsperson ("")		Pack; Can't be harmed
<i>hermit</i>	Townsperson ("")	Rebel weapons (light)	
<i>hermit</i>	Townsperson ("")		Can't be harmed
<i>Hidden Daggers activist</i>	Hidden Dagger ("")	Rebel weapons (light)	Pack
<i>Hidden Daggers dissident</i>	Hidden Dagger ("")	Pirate weapons (medium)	Pack
<i>Hidden Daggers extremist</i>	Hidden Dagger ("")	Pirate weapons (medium)	Killer; Pack
<i>Hidden Daggers leader</i>	Hidden Dagger ("")	Ranged weapons	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Hidden Daggers Lieutenant</i>	Corel.	15	31%	170-180	960	2k-2.4k	0	10	0	-1	-1	-1	-1	-1
<i>High Colonel</i>	all	24	35%	230-240	2543	6.8k-8.3k	15	15	0	0	-1	0	-1	-1
<i>Highwayman</i>	all	10	28%	90-110	430	810-990	0	0	0	0	0	0	0	-1
<i>Hirsch Sif</i>	Talus	57	57%	430-570	5555	11k-13k	0	0	0	0	0	0	0	0
<i>Huff darklighter</i>	Tatoo.	99	99%	640-990	9243	24k-29k	40	40	0	0	0	0	0	0
<i>Huff guard</i>	Tatoo.	99	99%	640-990	9243	24k-29k	40	40	0	0	0	0	0	0
<i>Huff Zinga</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>hunter</i>	Talus	16	31%	160-170	1102	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>hunter</i>	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>hunter</i>	all	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Hutt Expeditionary Force leader</i>	Yavin4	21	34%	200-210	2006	5.4k-6.6k	0	0	0	30	-1	-1	-1	-1
<i>Hutt Expeditionary Force member</i>	Yavin4	17	32%	160-170	1257	3.5k-4.3k	15	0	0	-1	-1	-1	-1	-1
<i>Hutt Expeditionary Force surveyor</i>	Yavin4	15	31%	160-170	960	2.4k-3k	0	0	0	20	0	-1	-1	-1
<i>Hutt Informant Quest</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>IG-88</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Igbi Freemo</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Ignar Ominaz</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Ikka Gesul</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Image Designer trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Imo Vledmo</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Imperial Army Captain</i>	all	21	34%	200-210	2006	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>Imperial Brigadier General</i>	all	26	36%	240-250	2730	7.2k-8.8k	20	20	40	0	0	0	0	-1
<i>Imperial Brigadier General</i>	all	25	36%	240-250	2637	7.2k-8.8k	20	20	40	0	0	-1	0	-1
<i>Imperial cadet</i>	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Imperial cadet squadleader</i>	all	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Imperial Colonel</i>	all	23	35%	220-230	2443	6.3k-7.7k	0	0	0	0	0	0	0	-1
<i>Imperial Colonel</i>	all	23	35%	220-230	2443	6.3k-7.7k	15	15	0	0	0	-1	0	-1
<i>Imperial commander</i>	all	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
<i>Imperial coordinator</i>	all	25	36%	240-250	2443	7.2k-8.8k	0	0	0	0	0	0	0	0
<i>Imperial Corporal</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Imperial deserter</i>	Lok	26	36%	250-260	2637	7.7k-9.4k	20	20	0	-1	40	-1	40	-1
<i>Imperial exterminator</i>	Naboo	28	37%	290-300	2914	7.7k-9.4k	0	0	0	-1	30	-1	30	-1
<i>Imperial exterminator</i>	Naboo	28	37%	270-280	2914	8.2k-10k	0	0	0	-1	30	-1	30	-1
<i>Imperial First Lieutenant</i>	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
<i>Imperial General</i>	all	28	37%	270-280	2914	8.2k-10k	0	0	0	-1	30	-1	30	-1
<i>Imperial High General</i>	all	29	38%	280-290	3005	8.3k-10.1k	0	0	0	-1	40	-1	40	-1
<i>Imperial informant (COA2)</i>	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	0
<i>Imperial inquisitor</i>	all	120	400%	745-1200	11296	44k-54k	50	50	50	0	50	0	50	50
<i>Imperial Lance Corporal</i>	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Imperial Lieutenant Colonel</i>	all	22	35%	210-220	2219	5.9k-7.2k	0	0	0	0	0	0	0	-1
<i>Imperial Lieutenant General</i>	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	-1	30	-1	30	-1
<i>Imperial Major</i>	all	21	34%	200-210	2006	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>Imperial Major General</i>	all	26	36%	250-260	2730	7.7k-9.4k	0	25	0	-1	30	-1	30	-1
<i>Imperial Master Sergeant</i>	all	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Imperial Medic</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Imperial Moff</i>	all	28	37%	270-280	2914	8.2k-10k	0	0	0	-1	30	-1	30	-1
<i>Imperial noncom</i>	all	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0
<i>Imperial observer</i>	Yavin4	53	54%	415-540	5190	11k-13k	0	0	0	0	0	0	0	-1
<i>Imperial officer</i>	Dant.	27	37%	260-270	2730	8.1k-9.9k	25	25	0	-1	-1	-1	-1	-1
<i>Imperial Pilot</i>	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1

NPCs: Hidden Daggers Lieutenant — Imperial Pilot

Android/Droid/NPC	Soc. Cp. (PvP Fact.)	Weapons	Notes
<i>Hidden Daggers Lieutenant</i>	Hidden Dagger (")	Ranged weapons	Killer; Pack; Offers missions
<i>High Colonel</i>	Imperial (")	Rebel weapons (heavy)	Killer; Pack
<i>Highwayman</i>	Brigand	Pirate weapons (light)	Killer; Pack; Aggro
<i>Hirsch Sif</i>	Sif (")	Sif weapons	Killer; Stalker; Pack; Aggro
<i>Huff darklighter</i>	Darklighter	Rebel weapons (light)	Herd
<i>Huff guard</i>	Darklighter	Rebel weapons (light)	Herd
<i>Huff Zinga</i>	Townsperson (")		Pack; Can't be harmed
<i>hunter</i>	Talus Poacher	Pirate weapons (heavy)	Killer; Stalker; Pack
<i>hunter</i>	Mercenary	Rebel weapons (light)	Stalker; Pack
<i>hunter</i>	Mercenary	Rebel weapons (light)	Stalker; Pack
<i>Hutt Expeditionary Force leader</i>	Hutt (")	Pirate weapons (heavy)	Killer; Pack
<i>Hutt Expeditionary Force member</i>	Hutt (")	Ranged weapons	Killer; Pack
<i>Hutt Expeditionary Force surveyor</i>	Hutt (")	Pirate weapons (medium)	Killer; Pack
<i>Hutt Informant Quest</i>	Townsperson (")		Pack; Can't be harmed
<i>IG-88</i>	Mercenary		Pack; Can't be harmed
<i>Igbi Freemo</i>	Townsperson	Rebel weapons (light)	Pack
<i>Ignar Ominaz</i>	Townsperson	Rebel weapons (light)	Pack
<i>Ikka Gesul</i>	Townsperson		Pack; Can't be harmed
<i>Image Designer trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Imo Vledma</i>	Townsperson (")		Pack; Can't be harmed
<i>Imperial Army Captain</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial Brigadier General</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial Brigadier General</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial cadet</i>	Imperial (")	Ranged weapons	Pack
<i>Imperial cadet squadleader</i>	Imperial (")	Ranged weapons	Pack
<i>Imperial Colonel</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial Colonel</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial commander</i>	Imperial (")	Imperial weapons (heavy)	Can't be harmed
<i>Imperial coordinator</i>	Imperial (")	Imperial weapons (heavy)	Can't be harmed
<i>Imperial Corporal</i>	Imperial (")	Imperial weapons (medium)	Pack
<i>Imperial deserter</i>	Nym (Rebel)	Imperial weapons (heavy)	Killer
<i>Imperial exterminator</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial exterminator</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial First Lieutenant</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Imperial General</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial High General</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial informant (COA2)</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack; Can't be harmed
<i>Imperial inquisitor</i>	Imperial (")	none	Pack
<i>Imperial Lance Corporal</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Imperial Lieutenant Colonel</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial Lieutenant General</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial Major</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial Major General</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial Master Sergeant</i>	Imperial (")	Imperial weapons (medium)	Killer; Stalker; Pack
<i>Imperial Medic</i>	Imperial (")	Imperial weapons (heavy)	Pack; Healer
<i>Imperial Moff</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial noncom</i>	Imperial (")	Imperial weapons (light)	Stalker; Pack
<i>Imperial observer</i>	self (")	Imperial weapons (heavy)	Killer; Pack; Aggro
<i>Imperial officer</i>	Warren Imp. (")	Imperial weapons (medium)	Killer
<i>Imperial Pilot</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Imperial Private	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Imperial recruiter	all	30	39%	290-300	2914	8.4k-10.2k	0	0	0	-1	40	-1	40	-1
Imperial research captain (COA3)	all	45	46%	365-440	4461	9.6k-11.8k	0	45	0	0	0	0	0	0
Imperial research guard (COA3)	all	35	41%	320-350	3460	8.8k-10.8k	0	35	0	0	0	0	0	-1
Imperial retreat guard	Naboo	72	75%	520-750	6931	12k-15k	0	0	0	-1	30	-1	30	-1
Imperial retreat guard	Naboo	72	75%	520-750	6931	12k-15k	0	0	0	-1	30	-1	30	-1
Imperial Second Lieutenant	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
Imperial senior cadet	all	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Imperial Sergeant	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
Imperial Sergeant Major	all	19	33%	180-190	1609	4.5k-5.5k	0	0	0	0	0	0	0	-1
Imperial sharpshooter	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
Imperial slicer (COA2)	all	14	30%	150-160	831	2k-2.4k	0	0	0	0	0	0	0	0
Imperial slicer gang (COA2)	all	11	29%	120-130	514	1k-1.2k	0	0	0	0	0	0	0	-1
Imperial Staff Corporal	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
Imperial Staff Sergeant	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
Imperial stealth operative	all	16	31%	160-170	831	2.9k-3.5k	0	0	0	0	0	0	0	0
Imperial surface Marshall	all	30	39%	290-300	3097	8.4k-10.2k	0	0	0	-1	40	-1	40	-1
Imperial trooper	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Imperial Warrant Officer I	all	19	33%	180-190	1609	4.5k-5.5k	0	0	0	0	0	0	0	-1
Imperial Warrant Officer II	all	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	-1
Imperial worker	Dant.	13	30%	140-150	514	1.5k-1.9k	0	0	0	0	0	0	0	-1
imprisoned Imperial officer	all	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
imprisoned Jabba employee	all	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
imprisoned Rebel soldier	all	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
Ind	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Indigo Siyan	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Indintra Imbru Yerevan	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
industrial spy	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
industrial spy	all	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
information broker	all	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
Information Officer	all	25	36%	240-250	2443	7.2k-8.8k	0	0	0	0	0	0	0	0
Information Officer	all	25	36%	240-250	2443	7.2k-8.8k	0	0	0	0	0	0	0	0
insane kitanak	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Insane Miner	Rori	9	27%	80-90	356	675-825	0	0	0	0	0	0	0	-1
Irenez	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Ishitib male		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Isshala Daprovon	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Ithorian male		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Ithorian Musician	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Izoryx	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jabba the Hutt		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jabba's assassin	Tatoo.	17	32%	170-180	1257	3.5k-4.3k	0	0	0	0	0	0	0	-1
Jabba's compound guard	Tatoo.	14	30%	150-160	831	2k-2.4k	0	0	0	0	0	0	0	-1
Jabba's enforcer	Tatoo.	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
Jabba's enforcer	Tatoo.	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
Jabba's henchman	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Jabba's medic	Tatoo.	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
Jabba's scout	Tatoo.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Jabba's swooper	Tatoo.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Jabba's swooper leader	Tatoo.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1

NPCs: Imperial Private — Jabba's swooper leader

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Imperial Private</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Imperial recruiter</i>	Imperial (")	Imperial weapons (medium)	Can't be harmed
<i>Imperial research captain (COA3)</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack; Herd
<i>Imperial research guard (COA3)</i>	Rebel (")	Rebel weapons (heavy)	Pack; Herd
<i>Imperial retreat guard</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial retreat guard</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Imperial Second Lieutenant</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Imperial senior cadet</i>	Imperial (")	Ranged weapons	Pack
<i>Imperial Sergeant</i>	Imperial (")	Imperial weapons (medium)	Pack
<i>Imperial Sergeant Major</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Imperial sharpshooter</i>	Imperial (")	Ranged weapons	Pack
<i>Imperial slicer (COA2)</i>	Rebel	Pirate weapons (heavy)	Killer; Pack
<i>Imperial slicer gang (COA2)</i>	Rebel	Pirate weapons (heavy)	Killer; Pack
<i>Imperial Staff Corporal</i>	Imperial (")	Imperial weapons (medium)	Pack
<i>Imperial Staff Sergeant</i>	Imperial (")	Imperial weapons (medium)	Pack
<i>Imperial stealth operative</i>	Imperial (")		Can't be harmed
<i>Imperial surface Marshall</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Imperial trooper</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Imperial Warrant Officer I</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Imperial Warrant Officer II</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>Imperial worker</i>	Warren Imp. (")	Rebel weapons (light)	Herd
<i>imprisoned Imperial officer</i>	Imperial (")	none	
<i>imprisoned Jabba employee</i>	Jabba (")	none	
<i>imprisoned Rebel soldier</i>	Rebel (")	none	
<i>Ind</i>	Valarian (")		Pack; Can't be harmed
<i>Indiga Siyan</i>	Townsperson (")		Pack; Can't be harmed
<i>Indintra Imbru Yerevan</i>	Townsperson	Rebel weapons (light)	Pack
<i>industrial spy</i>	Mercenary	Rebel weapons (light)	Pack
<i>industrial spy</i>	Mercenary	Rebel weapons (light)	Pack
<i>information broker</i>	Mercenary	Rebel weapons (light)	Stalker; Offers missions
<i>Information Officer</i>	Imperial (")	Imperial weapons (heavy)	Can't be harmed
<i>Information Officer</i>	Rebel (")	Rebel weapons (heavy)	Can't be harmed
<i>insane kitonak</i>	self	Rebel weapons (light)	Stalker
<i>Insane Miner</i>	self	Pirate weapons (medium)	Killer; Pack; Herd; Aggro
<i>Irenez</i>	Townsperson	Rebel weapons (light)	Pack
<i>Ishitib male</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Isshala Daprovian</i>	Townsperson (")		Pack; Can't be harmed
<i>Ithorian male</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Ithorian Musician</i>	Townsperson		Pack
<i>Izaryx</i>	Townsperson	Rebel weapons (light)	Pack
<i>Jabba the Hutt</i>	Jabba (")		Pack; Can't be harmed
<i>Jabba's assassin</i>	Jabba (")	Pirate weapons (medium)	Killer; Pack
<i>Jabba's compound guard</i>	Jabba (")	Pirate weapons (medium)	Killer; Pack
<i>Jabba's enforcer</i>	Jabba (")	Ranged weapons	Pack
<i>Jabba's enforcer</i>	Jabba (")	Pirate weapons (medium)	Pack
<i>Jabba's henchman</i>	Jabba (")	Pirate weapons (medium)	Stalker; Pack
<i>Jabba's medic</i>	Jabba (")	Pirate weapons (medium)	Pack; Healer
<i>Jabba's scout</i>	Jabba (")	Pirate weapons (light)	(Pack)
<i>Jabba's swooper</i>	Jabba (")	Pirate weapons (light)	Stalker, (Pack)
<i>Jabba's swooper leader</i>	Jabba (")	Ranged weapons	Stalker, Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Jabba's swooper leader	Tatoo.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Jabba's thief	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Jabba's thug	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Jabba's thug	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Jadam Questrel	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jaleela Bindoo	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jamilla Tabadi	Dath.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Jan Dodonna		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Janta clan leader	Dant.	75	75%	520-750	7207	12k-15k	0	60	-1	0	0	100	0	-1
Janta harvester	Dant.	40	44%	345-400	3915	9.3k-11.3k	0	0	-1	0	0	60	0	0
Janta herbalist	Dant.	27	39%	305-320	2730	8.2k-10k	-1	0	-1	0	0	0	0	-1
Janta hunter	Dant.	50	50%	415-540	4916	11k-13k	0	0	-1	-1	0	60	-1	-1
Janta loreweaver	Dant.	55	60%	445-600	5373	11k-14k	-1	45	-1	0	0	70	0	-1
Janta primalist	Dant.	42	47%	405-520	4097	9.7k-11.9k	-1	0	-1	0	0	60	0	-1
Janta rockshaper	Dant.	75	70%	495-700	7115	13k-15k	100	0	-1	0	0	100	0	-1
Janta scout	Dant.	51	55%	420-550	5007	11k-13k	-1	35	0	0	0	70	0	0
Janta shaman	Dant.	60	65%	470-650	5830	12k-14k	-1	40	-1	0	100	100	0	-1
Janta soothsayer	Dant.	60	65%	500-710	5738	12k-14k	-1	40	-1	0	0	70	0	-1
Janta tribesman	Dant.	20	33%	190-200	1803	5k-6.1k	0	15	0	-1	0	0	0	-1
Janta warrior	Dant.	70	70%	495-700	6655	12k-15k	0	45	-1	0	0	100	0	-1
Jatrian Lytus	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jawa	Tatoo.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
Jawa Avenger	Tatoo.	21	33%	190-200	2006	5k-6.1k	20	15	0	0	-1	0	0	-1
Jawa engineer	Tatoo.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
Jawa healer	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Jawa henchman	Tatoo.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
Jawa leader	Tatoo.	10	28%	90-110	356	675-825	0	0	0	10	0	0	0	-1
Jawa Protector	Tatoo.	17	31%	170-180	1257	2.9k-3.5k	15	10	-1	0	0	-1	0	-1
Jawa smuggler	Tatoo.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
Jawa thief	Tatoo.	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
Jawa warlord	Tatoo.	12	29%	130-140	609	1.2k-1.4k	0	0	0	0	0	0	0	-1
Jazeen Thurmm	Yavin4	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jilljoo Jab	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Jinda chief	Endor	51	55%	420-550	5007	11k-13k	-1	50	-1	0	0	70	0	-1
Jinda cub	Endor	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Jinda elder	Endor	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Jinda elder worker	Endor	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Jinda loremaster	Endor	40	44%	345-400	3915	9.3k-11.3k	0	0	0	0	0	0	0	0
Jinda matriarch	Endor	41	44%	345-400	4006	10k-12.2k	0	0	-1	0	0	60	0	-1
Jinda outcast	Endor	30	39%	310-330	3005	8.1k-9.9k	0	0	0	0	0	0	0	0
Jinda ritualist	Endor	20	33%	220-230	1609	3.5k-4.3k	0	0	0	0	0	0	0	-1
Jinda shaman	Endor	21	33%	190-200	1803	5k-6.1k	20	20	0	-1	0	0	0	0
Jinda tribesman	Endor	21	33%	190-200	1803	5k-6.1k	20	20	0	-1	0	-1	0	0
Jinda veteran	Endor	45	47%	370-450	4461	9.7k-11.9k	0	0	0	0	0	0	0	0
Jinda warnor	Endor	29	39%	290-300	2914	8.4k-10.2k	-1	50	-1	0	0	70	0	-1
Jinda worker	Endor	16	31%	160-170	960	2.4k-3k	0	20	-1	0	0	25	0	-1
Jinkins	Lok	22	33%	190-200	1803	5k-6.1k	20	20	0	-1	-1	40	40	-1
Jowir Arlensa	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Joz Jadhul	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Judge	all	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1

NPCs: Jabba's swooper leader — judge

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Jabba's swooper leader</i>	Jabba (")	Pirate weapons (light)	Stalker; Pack
<i>Jabba's thief</i>	Jabba (")	Pirate weapons (light)	Pack
<i>Jabba's thug</i>	Jabba (")	Pirate weapons (light)	Pack
<i>Jabba's thug</i>	Jabba (")	Pirate weapons (light)	Pack
<i>Jadam Questrel</i>	Townsperson	Rebel weapons (light)	Pack
<i>Jaleela Bindoo</i>	Townsperson	Rebel weapons (light)	Pack
<i>Jamilla Tabadi</i>	Force Sensitive villager (")		Can't be harmed
<i>Jan Dodonna</i>	Rebel (")		Pack; Can't be harmed
<i>Janta clan leader</i>	Janta Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Janta harvester</i>	Janta Tribe (")	Primitive weapons	Pack; Herd
<i>Janta herbalist</i>	Janta Tribe (")	Primitive weapons	Pack; Herd; Healer
<i>Janta hunter</i>	Janta Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Janta loreweaver</i>	Janta Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Janta primalist</i>	Janta Tribe (")	Primitive weapons	Pack; Herd
<i>Janta rockshaper</i>	Janta Tribe (")	Primitive weapons	Pack; Herd
<i>Janta scout</i>	Janta Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Janta shaman</i>	Janta Tribe (")	Primitive weapons	Killer; Pack; Herd; Healer
<i>Janta soothsayer</i>	Janta Tribe (")	Primitive weapons	Pack; Herd
<i>Janta tribesman</i>	Janta Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Janta warrior</i>	Janta Tribe (")	Primitive weapons	Pack; Herd
<i>Jotrian Lytus</i>	Townsperson	Rebel weapons (light)	Pack
<i>Jowa</i>	Jawa (")	Rebel weapons (light)	Stalker; Pack
<i>Jowa Avenger</i>	Jawa (")	Rebel weapons (medium)	Killer; Stalker; Pack
<i>Jowa engineer</i>	Jawa (")	Rebel weapons (light)	Herd
<i>Jowa healer</i>	Jawa (")	Rebel weapons (light)	Pack; Herd; Healer
<i>Jowa henchman</i>	Jawa (")	Pirate weapons (light)	Stalker; Pack
<i>Jowa leader</i>	Jawa (")	Rebel weapons (medium)	Stalker; Pack
<i>Jowa Protector</i>	Jawa (")	Rebel weapons (medium)	Killer; Stalker; Pack
<i>Jowa smuggler</i>	Jawa (")	Pirate weapons (light)	Pack
<i>Jowa thief</i>	Jawa (")	Pirate weapons (light)	Herd
<i>Jowa warlord</i>	Jawa (")	Rebel weapons (medium)	Killer; Stalker; Pack
<i>Jazeen Thurmm</i>	Townsperson	Rebel weapons (light)	Pack
<i>Jilljoo Jab</i>	Townsperson		Pack; Can't be harmed
<i>Jinda chief</i>	Jinda Tribe (")	none	Killer; Pack
<i>Jindo cub</i>	Jinda Tribe (")	none	Stalker; Pack
<i>Jindo elder</i>	Jinda Tribe (")	none	Pack
<i>Jinda elder worker</i>	Jinda Tribe (")	none	Pack
<i>Jinda loremaster</i>	Jinda Tribe (")	none	Pack
<i>Jinda matriarch</i>	Jinda Tribe (")	none	Pack
<i>Jinda outcast</i>	self (Jinda Tribe)	none	Pack; Aggro
<i>Jinda ritualist</i>	Jinda Tribe (")	none	Pack
<i>Jinda shaman</i>	Jinda Tribe (")	none	Pack; Healer
<i>Jinda tribesman</i>	Jinda Tribe (")	none	Pack
<i>Jindo veteran</i>	Jinda Tribe (")	none	Killer; Pack
<i>Jinda warrior</i>	Jinda Tribe (")	none	Pack
<i>Jinda worker</i>	Jinda Tribe (")	none	Pack
<i>Jinkins</i>	Nym (")		
<i>Jowir Arlensa</i>	Townsperson (")		Pack; Can't be harmed
<i>Joz Jodhul</i>	Townsperson	Rebel weapons (light)	Pack
<i>judge</i>	Townsperson (")		Pack; Can't be harmed

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Junelle Astor	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Dealer	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Junk Dealer	all	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Dender		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Jawa		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Lila		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Malik		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Nada		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Nathan		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Ollobo		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Quich		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Reggi		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Sheani		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Junk Sneg		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jusani Zhard	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Jyr Koble	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kadil Nurugen	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	-1	0	-1	0	0
Kaeline Ungasan	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Kahr Oladi	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
kahmurra bio engineer	Talus	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
Kais	Dath.	21	33%	190-200	1609	5k-6.1k	0	0	0	45	45	45	0	-1
Kaje Orzee		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kardeer	Tatoo.	21	33%	190-200	1609	5k-6.1k	20	0	40	60	-1	-1	-1	-1
Karena Keer	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Karrek Flim	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kathikiis Ruwahurr	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kavas Urdana	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Keanna Likyna	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kelvus Naria	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kima Nazith	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
King Terak		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kirkin Liawoon	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kitster Banai	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Klaatu		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Klaatu		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Klepa Laeel	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kobola assassin	Rori	18	32%	200-210	1426	1.5k-1.9k	20	10	0	0	0	0	0	-1
Kobola foreman	Rori	16	31%	160-170	960	2.4k-3k	15	0	0	0	0	0	0	-1
Kobola guard	Rori	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
Kobola miner	Rori	8	27%	70-75	187	405-495	0	0	0	10	10	0	0	-1
Kobola pitboss	Rori	22	33%	190-200	2219	5k-6.1k	30	30	0	-1	0	0	-1	-1
Kobola smuggler	Rori	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Kobola thief	Rori	9	27%	90-110	292	405-495	0	0	0	0	0	0	0	-1
Kobola underboss	Rori	25	35%	210-220	2637	5.9k-7.2k	35	35	0	-1	0	0	-1	-1
Kale	Lok	22	33%	190-200	1803	5k-6.1k	25	25	40	-1	0	-1	0	-1
Kolka Zteht	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Korga adept	Endor	10	28%	120-130	430	675-825	0	0	0	10	10	0	0	-1
Korga ancient	Endor	47	48%	385-480	4643	9.8k-12k	25	15	0	50	50	-1	0	0
Korga battlelord	Endor	35	41%	320-350	3551	8.8k-10.8k	0	0	0	40	40	-1	0	0
Korga chieftain	Endor	60	60%	445-600	5830	11k-14k	35	35	0	60	60	-1	-1	0

NPCs: Junelle Astor — Korga chieftain

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Junelle Astor</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Dealer</i>	Townsperson (")	Rebel weapons (light)	Herd
<i>Junk Dealer</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Dender</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Jawa</i>	Jawa (")		Pack; Can't be harmed
<i>Junk Lila</i>	Borvo (")		Pack; Can't be harmed
<i>Junk Malik</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Nado</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Nathan</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Ollobo</i>	Jabba (")		Pack; Can't be harmed
<i>Junk Quich</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Reggi</i>	Nym (")		Pack; Can't be harmed
<i>Junk Sheani</i>	Townsperson (")		Pack; Can't be harmed
<i>Junk Sneg</i>	Valarian (")		Pack; Can't be harmed
<i>Jusani Zhard</i>	Townsperson	Rebel weapons (light)	Pack
<i>Jyr Koble</i>	Townsperson (")		Pack; Can't be harmed
<i>Kadil Nurugen</i>	Townsperson (")		Pack; Can't be harmed
<i>Kaeline Ungasan</i>	Townsperson		Pack; Can't be harmed
<i>Kahfr Oladi</i>	Artist		Pack; Can't be harmed
<i>kahmurra bia engineer</i>	Kahmurra	Rebel weapons (light)	
<i>Kais</i>	Nightsister (")		
<i>Kaje Orzee</i>	Imperial (")		Pack; Can't be harmed
<i>Kardeer</i>	Valarian (")		
<i>Karena Keer</i>	Townsperson	Rebel weapons (light)	Pack
<i>Karrek Flim</i>	Townsperson	Rebel weapons (light)	Pack
<i>Kathikiis Ruwahurr</i>	Townsperson	Rebel weapons (light)	Pack
<i>Kavas Urdana</i>	Valarian (")		Pack; Can't be harmed
<i>Keanna Likyna</i>	Townsperson (")		Pack; Can't be harmed
<i>Kelvus Naria</i>	Townsperson	Rebel weapons (light)	Pack
<i>Kima Nazith</i>	Townsperson (")		Pack; Can't be harmed
<i>King Terak</i>	Marauder (")		Pack; Can't be harmed
<i>Kirkin Liawaan</i>	Townsperson	Rebel weapons (light)	Pack
<i>Kitster Banai</i>	Townsperson		Pack; Can't be harmed
<i>Klaatu</i>	Jabba		Pack; Can't be harmed
<i>Klaatu</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Klepa Laeel</i>	Artist		Pack; Can't be harmed
<i>Kobala assassin</i>	Kobola (")	Pirate weapons (heavy)	Killer; Stalker; Pack
<i>Kobala foreman</i>	Kobola (")	Pirate weapons (medium)	Pack
<i>Kobala guard</i>	Kobola (")	Pirate weapons (medium)	Pack
<i>Kobala miner</i>	Kobola (")	Pirate weapons (medium)	Herd
<i>Kobala pitboss</i>	Kobola (")	Ranged weapons	Killer; Pack
<i>Kobala smuggler</i>	Kobola (")	Pirate weapons (medium)	Stalker; Pack
<i>Kobala thief</i>	Kobola (")	Pirate weapons (medium)	Stalker; Pack
<i>Kobala underboss</i>	Kobola (")	Pirate weapons (heavy)	Killer; Pack
<i>Kole</i>	Nym (")		
<i>Kolka Zteht</i>	Artist		Pack, Can't be harmed
<i>Korga adept</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>Korga ancient</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>Korga battlelord</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>Korga chieftain</i>	Korga Tribe (")	none	Killer; Pack; Aggro

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Korga cub	Endor	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Korga dark shaman	Endor	46	47%	370-450	4552	9.7k-11.9k	35	20	0	50	50	-1	0	0
Korga elder	Endor	22	35%	210-220	2219	5.9k-7.2k	0	0	0	40	40	-1	-1	0
Korga laborer	Endor	13	29%	130-140	714	1.2k-1.4k	20	20	0	10	15	0	0	-1
Korga scout	Endor	15	30%	150-160	960	2k-2.4k	15	15	0	25	25	-1	-1	0
Korga spiritmaster	Endor	17	31%	170-180	1257	2.9k-3.5k	0	0	0	35	35	-1	0	0
Kormund Thrylle	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Kritus Morven	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Kunga dan leader	Dant.	75	75%	520-750	7207	12k-15k	0	60	-1	0	0	100	0	-1
Kunga dan primalist	Dant.	40	42%	360-430	3915	9k-11k	0	60	0	-1	-1	60	50	-1
Kunga harvester	Dant.	28	37%	260-270	2822	8.1k-9.9k	0	40	0	-1	-1	60	40	-1
Kunga herbalist	Dant.	16	31%	180-190	960	2.4k-3k	0	15	0	-1	-1	20	20	-1
Kunga hunter	Dant.	37	41%	340-390	3733	9.2k-11.2k	0	40	0	-1	-1	80	50	-1
Kunga loreweaver	Dant.	51	48%	425-560	5007	9.9k-12.1k	0	60	0	-1	-1	65	40	-1
Kunga rockshaper	Dant.	71	65%	470-650	6747	12k-14k	100	0	100	0	0	100	0	-1
Kunga scout	Dant.	48	47%	395-500	4734	10k-12k	15	35	0	-1	0	60	50	-1
Kunga shaman	Dant.	57	55%	450-610	5555	11k-14k	0	0	0	40	40	-1	-1	0
Kunga soothsayer	Dant.	27	36%	270-280	2730	5.9k-7.2k	0	40	0	-1	-1	60	40	-1
Kunga tribe member	Dant.	16	31%	160-170	1102	2.4k-3k	0	15	0	-1	-1	20	20	-1
Kunga warrior	Dant.	70	70%	495-700	6655	12k-15k	0	45	-1	0	0	100	0	-1
Kwin Moonraiser	Tatoo.	99	99%	640-990	9243	24k-29k	40	40	0	0	0	0	0	0
Kylaena Haley	Dath.	103	90%	720-1150	9801	15.9k-19.4k	80	80	80	80	80	80	80	80
Lady Valarian		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lance bombardier	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
Lance Bombardier	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
Lareen Dantara	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lasha Bindari	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lassin Dedge	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Leb Slesher	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Leia Organa		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lerat Zom	Corel.	23	33%	210-220	2006	5k-6.1k	30	30	-1	0	0	-1	0	-1
Lergo Brazee	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lesser Prophet of the Dark Side	all	85	85%	655-1020	8130	12k-14k	0	0	0	0	0	0	0	0
Lesser Prophet of the Light Side	all	85	85%	570-850	8130	13k-16k	0	0	0	0	0	0	0	0
Lethin Bludder	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Liane	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
liar one	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
liar two	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Librarian	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
Lieutenant Heb Nee	Rori	50	50%	395-500	4916	10k-12k	30	30	0	40	0	10	0	-1
Lieutenant Ori	Rori	33	39%	290-300	3370	8.4k-10.2k	45	45	-1	0	0	0	0	-1
Light Jedi Sentinel	all	1	3000%	2645-5000	45	1106k-1352k	95	95	95	95	95	95	95	95
Lilas Dinhint	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Loam Redge		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lob Dizz	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lookout (COA3)	all	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	0
Lord Hethrir		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lord Nyax	Corel.	129	490%	775-1260	12235	51k-62k	80	45	40	20	50	100	10	15
Lord Slaan Rusper	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lord Throme Gormengal	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0

NPCs: Korga cub — Lord Throme Gormengal

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Korga cub</i>	Korga Tribe (")	none	Pack; Aggro
<i>Korga dark shaman</i>	Korga Tribe (")	none	Killer; Pack; Aggro; Healer
<i>Korga elder</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>Korga laborer</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>Korga scout</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>Korga spiritmaster</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>Kormund Thrylle</i>	Townsperson		Pack; Can't be harmed
<i>Kritus Morven</i>	Townsperson (")		Pack; Can't be harmed
<i>Kunga clan leader</i>	Kunga Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Kunga clan primalist</i>	Kunga Tribe (")	Primitive weapons	Pack; Herd
<i>Kunga harvester</i>	Kunga Tribe (")	Primitive weapons	Pack; Herd
<i>Kunga herbalist</i>	Kunga Tribe (")	Primitive weapons	Pack; Herd; Healer
<i>Kunga hunter</i>	Kunga Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Kunga loreweaver</i>	Kunga Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Kunga rackshaper</i>	Kunga Tribe (")	Primitive weapons	Pack; Herd
<i>Kunga scout</i>	Kunga Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Kunga shaman</i>	Kunga Tribe (")	Primitive weapons	Killer; Pack; Herd; Healer
<i>Kunga soothsayer</i>	Kunga Tribe (")	Primitive weapons	Pack; Herd
<i>Kunga tribe member</i>	Kunga Tribe (")	Primitive weapons	Killer; Pack; Herd
<i>Kunga warrior</i>	Kunga Tribe (")	Primitive weapons	Pack; Herd
<i>Kwin Maonraiser</i>	Darklighter	Rebel weapons (light)	Herd
<i>Kylaena Haley</i>	Sith Shadow (")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Lady Valarian</i>	Valarian (")		Pack; Can't be harmed
<i>lance bombardier</i>	Imperial (")	Imperial weapons (medium)	Stalker; Pack
<i>Lance Bombardier</i>	Imperial (")	Imperial weapons (medium)	Stalker; Pack
<i>Lareen Dantara</i>	Townsperson (")		Pack; Can't be harmed
<i>Lasha Bindari</i>	Townsperson	Rebel weapons (light)	Pack
<i>Lassin Dedge</i>	Townsperson (")		Pack; Can't be harmed
<i>Leb Slesher</i>	Townsperson (")		Pack; Can't be harmed
<i>Leia Organa</i>	Rebel (")		Pack; Can't be harmed
<i>Lerat Zom</i>	Thug (")		
<i>Lergo Brazee</i>	Townsperson (")		Pack; Can't be harmed
<i>Lesser Prophet of the Dark Side</i>	Imperial (")	Dark Jedi weapons	Killer; Pack
<i>Lesser Prophet of the Light Side</i>	Rebel (")	Light Jedi weapons	Killer; Pack
<i>Lethin Bludder</i>	Townsperson	Rebel weapons (light)	Pack
<i>Liane</i>	Townsperson (")		Pack; Can't be harmed
<i>liar one</i>	Townsperson (")	Pirate weapons (heavy)	Herd; Can't be harmed
<i>liar two</i>	Townsperson (")	Pirate weapons (heavy)	Herd; Can't be harmed
<i>Librarian</i>	Townsperson (")	Rebel weapons (light)	Herd; Offers missions
<i>Lieutenant Heb Nee</i>	Rorgungan (")	Lt. Heb Nee's weapons	Killer; Pack; Herd; Aggro
<i>Lieutenant Ori</i>	Rorgungan (")	Lt. Ori's weapons	Killer; Pack; Herd; Aggro
<i>Light Jedi Sentinel</i>	self (")	Dark Jedi weapons	Killer; Pack; Herd; Aggro
<i>Lilas Dinhint</i>	Townsperson		Pack; Can't be harmed
<i>Loam Redge</i>	Imperial (")		Pack; Can't be harmed
<i>Lob Dizz</i>	Townsperson (")		Pack; Can't be harmed
<i>Lookout (COA3)</i>	self (Jabba)	Pirate weapons (heavy)	Killer
<i>Lord Hethrir</i>	Imperial (")		Pack; Can't be harmed
<i>Lord Nyax</i>	Lord Nyax (")	Nyax's weapons	Killer; Stalker; Pack; Aggro
<i>Lord Sloan Rusper</i>	Townsperson	Rebel weapons (light)	Pack
<i>Lord Throme Gormengal</i>	Townsperson (")		Pack; Can't be harmed

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Larne Prestar	Tatoo.	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	0
Lost Aqualish bomber	Talus	15	31%	170-180	831	1.2k-1.4k	0	0	0	0	30	-1	-1	-1
Lost Aqualish Captain	Talus	20	33%	190-200	1609	5k-6.1k	15	0	0	-1	40	0	0	-1
Lost Aqualish commando	Talus	14	30%	150-160	831	2k-2.4k	0	0	0	0	15	0	0	-1
Lost Aqualish infiltrator	Talus	18	32%	170-180	1257	4.1k-5k	0	0	0	0	35	-1	-1	-1
Lost Aqualish lookout	Talus	10	28%	90-110	356	810-990	0	0	0	0	15	0	0	-1
Lost Aqualish marksman	Talus	15	31%	170-180	831	2k-2.4k	0	0	0	0	30	-1	-1	-1
Lost Aqualish Marshall	Talus	25	35%	230-240	2637	6.8k-8.3k	20	20	0	35	50	-1	-1	-1
Lost Aqualish outrider	Talus	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	15	0	0	-1
Lost Aqualish scout	Talus	9	27%	80-90	292	675-825	0	0	0	0	15	0	0	-1
Lost Aqualish soldier	Talus	11	29%	120-130	430	1k-1.2k	0	0	0	0	15	0	0	-1
Lost Aqualish warchief	Talus	27	37%	290-300	2822	8.1k-9.9k	0	0	0	0	40	-1	-1	-1
Lost Aqualish warrior	Talus	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	15	0	0	-1
Lt Horburik	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Lt. Lance	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	0
Lt. Oron Wintree	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lt. Porra Dolphe	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lt. Velsa		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Luke Skywalker		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Luthik Uwyr	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Luthin Dluar	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lx 466	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Lyda thug (COA2)	all	11	29%	120-130	514	1k-1.2k	0	0	0	0	0	0	0	-1
mad scientist	all	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	0
Magur Tarigai	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Mal Sinkander	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Malakili		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Male Radian Thug Low	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
Male Twilek Thug Low	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
Male Zabrak Thug Low	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
Mand Bunker Crazed Miner	all	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
Mand Bunker Foreman	all	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
Mand Bunker Technician	all	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
Mara Jade		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Marauder	Endor	44	47%	370-450	4370	9.7k-11.9k	0	0	0	0	-1	-1	0	0
Marksman trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
marooned pirate	Lok	19	32%	170-180	1609	4.1k-5k	0	20	0	40	-1	40	-1	-1
marooned pirate captain	Lok	24	35%	210-220	2543	5.9k-7.2k	20	20	0	40	-1	40	0	-1
marooned pirate engineer	Lok	19	32%	170-180	1609	4.1k-5k	0	20	0	40	-1	40	-1	-1
marooned pirate first mate	Lok	22	33%	190-200	2219	5k-6.1k	20	20	0	40	-1	40	0	-1
Master Prophet of the Dark Side	all	168	850%	1120-1950	15933	81k-99k	90	90	90	90	90	90	90	90
master thief	all	13	30%	150-160	714	1.2k-1.4k	0	0	0	0	0	0	0	-1
master thief	all	14	30%	150-160	831	2k-2.4k	0	0	0	0	0	0	0	-1
masterful Ewok warrior	Endor	11	28%	90-110	514	810-990	5	5	0	15	15	0	0	-1
masterful Jinda warrior	Endor	42	44%	365-440	4188	8.9k-10.9k	40	40	0	0	0	0	0	0
masterful Panshee warrior	Endor	42	45%	355-420	4188	9.5k-11.6k	0	0	0	0	0	0	0	0
Mat Rags	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Mauler	Naboo	16	31%	160-170	1102	3.5k-4.3k	10	0	15	-1	-1	-1	-1	-1
Mauler	Naboo	16	31%	160-170	1102	3.5k-4.3k	10	0	15	-1	-1	-1	-1	-1
Mauler acolyte	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Lorne Prestar</i>	Townsperson (")	Imperial weapons (heavy)	Killer; Pack; Aggro
<i>Lost Aqualish bomber</i>	Lost Aql. Reg. (")	Pirate weapons (heavy)	Pack; Herd; Aggro
<i>Lost Aqualish Captain</i>	Lost Aql. Reg. (")	Pirate weapons (heavy)	Pack; Herd; Aggro; Offers missions
<i>Lost Aqualish commando</i>	Lost Aql. Reg. (")	Pirate weapons (heavy)	Killer; Pack; Herd; Aggro
<i>Lost Aqualish infiltrator</i>	Lost Aql. Reg. (")	Pirate weapons (heavy)	Stalker; Pack; Herd; Aggro
<i>Lost Aqualish lookout</i>	Lost Aql. Reg. (")	Pirate weapons (medium)	Pack; Herd; Aggro
<i>Lost Aqualish marksman</i>	Lost Aql. Reg. (")	Ranged weapons	Pack; Herd; Aggro
<i>Lost Aqualish Marshall</i>	Lost Aql. Reg. (")	Pirate weapons (heavy)	Killer; Pack; Herd; Aggro
<i>Lost Aqualish outrider</i>	Lost Aql. Reg. (")	Pirate weapons (medium)	Pack; Herd; Aggro
<i>Lost Aqualish scout</i>	Lost Aql. Reg. (")	Pirate weapons (medium)	Pack; Herd; Aggro
<i>Lost Aqualish soldier</i>	Lost Aql. Reg. (")	Pirate weapons (medium)	Pack; Herd; Aggro
<i>Lost Aqualish warchief</i>	Lost Aql. Reg. (")	Pirate weapons (heavy)	Killer; Pack; Herd; Aggro
<i>Lost Aqualish warrior</i>	Lost Aql. Reg. (")	Pirate weapons (medium)	Pack; Herd; Aggro
<i>Lt Harburik</i>	Townsperson		Pack; Can't be harmed
<i>Lt. Lance</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Lt. Oron Wintree</i>	Townsperson (")		Pack; Can't be harmed
<i>Lt. Porra Dolphe</i>	Townsperson (")		Pack; Can't be harmed
<i>Lt. Velsa</i>	Imperial (")		Pack; Can't be harmed
<i>Luke Skywalker</i>	Rebel (")		Pack; Can't be harmed
<i>Luthik Uwyr</i>	Townsperson	Rebel weapons (light)	Pack
<i>Luthin Dlnar</i>	Townsperson	Rebel weapons (light)	Pack
<i>Lx 466</i>	Townsperson	Rebel weapons (light)	Pack
<i>Lyda thug (COA2)</i>	Thug	Pirate weapons (medium)	Killer; Pack; Aggro
<i>mad scientist</i>	Townsperson (")	Rebel weapons (light)	Offers missions
<i>Magur Torigai</i>	Townsperson	Rebel weapons (light)	Pack
<i>Mal Sinkander</i>	Townsperson (")		Pack; Can't be harmed
<i>Malakili</i>	Jabba (")		Pack; Can't be harmed
<i>Male Radian Thug Low</i>	Thug (")	Pirate weapons (light)	Pack
<i>Male Twilek Thug Low</i>	Thug (")	Pirate weapons (light)	Pack
<i>Male Zabrak Thug Low</i>	Thug (")	Pirate weapons (light)	Pack
<i>Mand Bunker Crazy Miner</i>	Death Watch (")		Aggro
<i>Mand Bunker Foreman</i>	Death Watch (")		Can't be harmed
<i>Mand Bunker Technician</i>	Death Watch (")		Can't be harmed
<i>Mara Jade</i>	Imperial (")		Pack; Can't be harmed
<i>Marauder</i>	Marauder (")		Killer; Pack; Aggro
<i>Marksman trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>marooned pirate</i>	Pirate of Lok	Pirate weapons (medium)	Killer; Pack; Aggro
<i>marooned pirate captain</i>	Pirate of Lok	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>marooned pirate engineer</i>	Pirate of Lok	Pirate weapons (medium)	Killer; Pack; Aggro
<i>marooned pirate first mate</i>	Pirate of Lok	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Master Prophet of the Dark Side</i>	Imperial (")	none	Killer; Pack; Healer
<i>master thief</i>	Mercenary	Pirate weapons (medium)	Killer; Pack
<i>master thief</i>	Thug (")	Pirate weapons (medium)	Killer; Pack
<i>masterful Ewok warrior</i>	Gondula Tribe (")	Ewok weapons	Killer; Pack
<i>masterful Jinda warrior</i>	Jinda Tribe (")	none	Killer; Pack
<i>masterful Panshee warrior</i>	Panshee Tribe (")	Ewok weapons	Killer; Pack
<i>Mat Rags</i>	Townsperson		Pack; Can't be harmed
<i>Mauler</i>	Mauler	Imperial weapons (medium)	Killer; Stalker; Pack; Aggro
<i>Mauler</i>	Mauler	Pirate weapons (medium)	Killer; Stalker; Pack; Aggro
<i>Mauler acolyte</i>	Mauler	Pirate weapons (light)	Pack; Aggro; Healer

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Mauler apprentice	Naboo	11	29%	130-140	514	810-990	0	0	10	0	0	0	0	-1
Mauler apprentice	Naboo	12	29%	140-150	609	810-990	0	0	10	0	0	0	0	-1
Mauler lord	Naboo	27	36%	250-260	2822	6.8k-8.3k	20	40	0	0	0	0	-1	-1
Mauler master	Naboo	54	50%	395-500	5190	10k-12k	65	35	90	90	90	-1	-1	-1
Max Rebo		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
mayor	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
mayor	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
Meatlump buffoon	Corel.	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
Meatlump clod	Corel.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Meatlump cretin	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Meatlump fool	Corel.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
Meatlump loon	Corel.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Meatlump oaf	Corel.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Meatlump stooge	Corel.	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
medic	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
Medic trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Megan Drlar	Yavin4	22	33%	190-200	1803	5k-6.1k	30	30	0	0	-1	0	-1	-1
Melios Puri	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Mellichoe	Dath.	140	475%	945-1600	13273	50k-61k	80	80	80	80	80	80	80	80
mercenary	all	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
Mercenary Aggro	all	12	29%	130-140	609	1.2k-1.4k	0	0	0	0	0	0	0	-1
mercenary commander	Lok	42	44%	345-400	4188	9.3k-11.3k	45	55	0	0	0	0	-1	-1
mercenary destroyer	Lok	40	43%	355-420	4006	8.7k-10.7k	60	40	0	0	0	0	-1	-1
mercenary elite	Lok	40	43%	335-380	4006	9.1k-11.1k	60	40	0	0	0	0	-1	-1
mercenary messenger	Lok	21	33%	190-200	1803	5.9k-7.2k	20	0	0	0	0	0	-1	-1
mercenary sentry	Yavin4	66	65%	470-650	6380	12k-14k	40	40	0	0	0	0	0	-1
mercenary warlord	Lok	44	47%	370-450	4370	9.7k-11.9k	0	0	0	0	0	-1	0	0
Merchant trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Mikos Denari	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
mind of Solitude	Corel.	21	34%	190-200	1803	5.4k-6.6k	20	15	0	-1	0	0	-1	-1
miner	all	34	41%	320-350	3279	8.8k-10.8k	0	0	0	0	0	0	0	-1
miner	all	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
minion of Lord Nyax	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
moisture farmer	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
moisture farmer	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
moisture thief	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
Mokk clan leader	Dant.	75	75%	520-750	7207	12k-15k	0	60	-1	0	0	100	0	-1
Mokk clan primalist	Dant.	47	47%	370-450	4552	10k-12k	15	50	0	-1	-1	60	60	-1
Mokk harvester	Dant.	32	39%	310-330	3188	8.4k-10.2k	0	40	0	-1	-1	60	60	-1
Mokk herbalist	Dant.	26	36%	240-250	2637	7.2k-8.8k	0	30	0	-1	-1	40	40	-1
Mokk hunter	Dant.	42	44%	345-400	4188	9.3k-11.3k	40	60	0	-1	-1	60	60	-1
Mokk loreweaver	Dant.	47	47%	370-450	4643	10k-12k	15	50	0	-1	-1	60	60	-1
Mokk rockshaper	Dant.	71	65%	470-650	6747	12k-14k	100	0	100	0	0	100	0	-1
Mokk scout	Dant.	47	47%	370-450	4643	10k-12k	15	50	0	-1	-1	60	60	-1
Mokk shaman	Dant.	60	60%	445-600	5830	11k-14k	0	60	0	-1	-1	60	60	-1
Mokk soothsayer	Dant.	43	44%	365-440	4188	9.3k-11.3k	40	60	0	-1	-1	60	60	-1
Mokk tribesman	Dant.	20	33%	190-200	1803	5k-6.1k	0	15	0	0	0	0	0	-1
Mokk warrior	Dant.	70	70%	495-700	6655	12k-15k	0	45	-1	0	0	100	0	-1
Mon Mothma		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Monumenter bandit	Corel.	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1

NPCs: Mauler apprentice — Monumenter bandit

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Mauler apprentice</i>	Mauler	Pirate weapons (light)	Killer; Pack; Aggro
<i>Mauler apprentice</i>	Mauler	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Mauler lord</i>	Mauler	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Mauler master</i>	Mauler	Pirate weapons (heavy)	Killer; Aggro
<i>Max Rebo</i>	Jabba (")		Pack; Can't be harmed
<i>mayor</i>	Naboo (")	Imperial weapons (medium)	Herd; Offers missions
<i>mayor</i>	Naboo (")	Pirate weapons (medium)	Herd; Offers missions
<i>Meatlump buffoon</i>	Meatlump (")	Pirate weapons (light)	Herd
<i>Meatlump clod</i>	Meatlump (")	Pirate weapons (light)	Pack
<i>Meatlump cretin</i>	Meatlump (")	Pirate weapons (light)	Pack
<i>Meatlump foal</i>	Meatlump (")	Pirate weapons (light)	Herd
<i>Meatlump loon</i>	Meatlump (")	Pirate weapons (light)	Pack
<i>Meatlump oaf</i>	Meatlump (")	Pirate weapons (light)	Pack
<i>Meatlump stooge</i>	Meatlump (")	Pirate weapons (light)	Pack
<i>medic</i>	Townsperson (")	Rebel weapons (light)	Herd; Healer; Offers missions
<i>Medic trainer</i>	Townsperson (")		Pack; Can't be harmed; Healer
<i>Megan Drlar</i>	Thug (")		
<i>Melios Purl</i>	Townsperson		Pack; Can't be harmed
<i>Mellichae</i>	Sith Shadow (")	Dark Jedi weapons	Killer; Pack; Aggro; Healer
<i>mercenary</i>	Mercenary	Rebel weapons (medium)	Stalker; Pack
<i>Mercenary Aggro</i>	Mercenary	Rebel weapons (medium)	Killer; Pack; Aggro
<i>mercenary commander</i>	Lok Merc (")	Rebel weapons (heavy)	Killer; Stalker; Pack; Aggro
<i>mercenary destroyer</i>	Lok Merc (")	Rebel weapons (heavy)	Killer; Pack; Aggro
<i>mercenary elite</i>	Lok Merc (")	Rebel weapons (heavy)	Killer; Stalker; Pack; Aggro
<i>mercenary messenger</i>	Lok Merc (")	Rebel weapons (medium)	Pack; Aggro
<i>mercenary sentry</i>	Geonosian (")	Geonosian weapons	Killer; Pack; Aggro
<i>mercenary warlord</i>	Lok Merc (")	Rebel weapons (heavy)	Killer; Stalker; Pack; Aggro
<i>Merchant trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Mikos Denari</i>	Townsperson		Pack; Can't be harmed
<i>mind of Solitude</i>	Solitude (Rebel)	Rebel weapons (heavy)	Pack
<i>miner</i>	Death Watch (")	Rebel weapons (light)	Herd; Offers missions
<i>miner</i>	Townsperson (")	Rebel weapons (light)	Offers missions
<i>minion of Lord Nyax</i>	Lord Nyax (")	Pirate weapons (medium)	Pack; Aggro
<i>moisture farmer</i>	Townsperson (")	Rebel weapons (light)	Herd; Can't be harmed
<i>moisture farmer</i>	Townsperson (")	Rebel weapons (light)	Offers missions
<i>moisture thief</i>	Thug (")	Rebel weapons (light)	
<i>Mokk clan leader</i>	Mokk Tribe (")	Primitive weapons	Killer; Pack; Herd; Aggro
<i>Mokk clan primalist</i>	Mokk Tribe (")	Primitive weapons	Pack; Herd; Aggro
<i>Mokk harvester</i>	Mokk Tribe (")	Primitive weapons	Pack; Herd; Aggro
<i>Mokk herbalist</i>	Mokk Tribe (")	Primitive weapons	Pack; Herd; Aggro; Healer
<i>Mokk hunter</i>	Mokk Tribe (")	Primitive weapons	Killer; Pack; Herd; Aggro
<i>Mokk loreweaver</i>	Mokk Tribe (")	Primitive weapons	Killer; Pack; Herd; Aggro
<i>Mokk rockshaper</i>	Mokk Tribe (")	Primitive weapons	Pack; Herd; Aggro
<i>Mokk scout</i>	Mokk Tribe (")	Primitive weapons	Killer; Pack; Herd; Aggro
<i>Mokk shaman</i>	Mokk Tribe (")	Primitive weapons	Killer; Pack; Herd; Aggro; Healer
<i>Mokk soothsayer</i>	Mokk Tribe (")	Primitive weapons	Pack; Herd; Aggro
<i>Mokk tribesman</i>	Mokk Tribe (")	Primitive weapons	Killer; Pack; Herd; Aggro
<i>Mokk warrior</i>	Mokk Tribe (")	Primitive weapons	Pack; Herd; Aggro
<i>Mon Mothma</i>	Rebel (")		Pack; Can't be harmed
<i>Monumenter bandit</i>	Monumenter (")	Pirate weapons (medium)	Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Manumenter marauder</i>	Corel.	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>Manumenter smuggler</i>	Corel.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Marag</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Mordran</i>	Naboo	78	75%	520-750	7484	12k-15k	0	75	0	45	80	0	0	0
<i>Mos Eisley police lieutenant</i>	Tatoo.	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Mos Eisley police officer</i>	Tatoo.	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>Mos Eisley police sergeant</i>	Tatoo.	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0
<i>Mos Taika cantina owner</i>	Tatoo.	21	33%	190-200	2006	5.9k-7.2k	20	20	-1	0	0	-1	0	-1
<i>Mos Taika veteran guard</i>	Tatoo.	21	33%	190-200	2006	5.9k-7.2k	20	20	0	-1	0	-1	0	-1
<i>mountain vesp</i>	Naboo	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>mountain villager</i>	Naboo	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Mourno Draver</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Moza Bondog</i>	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Muftak</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Mullud Bomba</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Mummer bully</i>	Naboo	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>Mummer punk</i>	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Mummer ruffian</i>	Naboo	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Mummer thug</i>	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Musician trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Naboo dissident</i>	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Naboo dissident</i>	Naboo	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>naboo dread pirate</i>	Naboo	22	35%	240-250	2006	5.9k-7.2k	0	0	0	0	0	-1	0	-1
<i>Naboo gunrunner</i>	Naboo	11	29%	120-130	356	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Naboo holy man</i>	Naboo	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>Naboo Kidnapped Noble</i>		20	33%	190-200	1609	5k-6.1k	0	0	0	0	0	0	0	0
<i>Naboo monk</i>	Naboo	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Naboo nomad</i>	Naboo	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>naboo pirate</i>	Naboo	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>naboo pirate armsman</i>	Naboo	13	30%	150-160	714	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>naboo pirate crewman</i>	Naboo	10	28%	90-110	356	675-825	0	0	0	0	0	0	0	-1
<i>naboo pirate cutthroat</i>	Naboo	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>naboo pirate lieutenant</i>	Naboo	15	31%	160-170	960	2.4k-3k	0	0	0	0	0	0	0	0
<i>Naboo police</i>	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Naboo police chief</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Naboo police chief</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Naboo police officer</i>	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>naive Gondula workling</i>	Endor	9	27%	70-75	292	405-495	15	15	0	10	10	0	0	-1
<i>naive Jinda workling</i>	Endor	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>naive Panshee workling</i>	Endor	10	27%	80-90	356	675-825	20	20	0	0	0	0	0	-1
<i>Narmle Militia Captain</i>	Rori	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>Narmle Militia Colonel</i>	Rori	21	34%	200-210	1803	5.4k-6.6k	0	0	0	40	0	0	0	-1
<i>Narmle Militia Commander</i>	Rori	25	35%	220-230	2543	6.3k-7.7k	30	30	0	60	-1	-1	0	-1
<i>Narmle Militia commando</i>	Rori	19	33%	180-190	1609	4.5k-5.5k	0	0	0	40	-1	-1	0	-1
<i>Narmle Militia Ensign</i>	Rori	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>Narmle Militia grenadier</i>	Rori	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Narmle Militia guard</i>	Rori	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Narmle Militia Lieutenant</i>	Rori	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Narmle Militia Major</i>	Rori	19	33%	180-190	1426	4.5k-5.5k	0	0	0	0	-1	-1	40	-1
<i>Narmle Militia rifleman</i>	Rori	14	30%	150-160	714	2k-2.4k	15	15	0	0	0	0	0	-1

NPCs: Monumenter marauder — Narmle Militia rifleman

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Monumenter marauder</i>	Monumenter (")	Pirate weapons (medium)	Pack
<i>Monumenter smuggler</i>	Monumenter (")	Ranged weapons	Pack
<i>Morag</i>	self		Pack; Can't be harmed
<i>Mordran</i>	Borvo (")	Mordran's weapons	Killer; Pack; Aggro
<i>Mos Eisley police Lieutenant</i>	Imperial (")	Rebel weapons (light)	Stalker; Pack
<i>Mos Eisley police officer</i>	Imperial (")	Imperial weapons (light)	Pack
<i>Mos Eisley police Sergeant</i>	Imperial (")	Rebel weapons (light)	Stalker; Pack
<i>Mos Taiké cantina owner</i>	Townsperson (")	Pirate weapons (light)	Killer; Pack; Aggro
<i>Mos Taiké veteran guard</i>	Townsperson (")	Imperial weapons (heavy)	Killer; Pack; Aggro
<i>mountain vesp</i>	Mtn. Villager	Rebel weapons (light)	
<i>mountain villager</i>	Mtn. Villager	Rebel weapons (light)	
<i>Mourno Draver</i>	Townsperson	Rebel weapons (light)	Pack
<i>Mozo Bondog</i>	Imperial (")	Rebel weapons (light)	Pack
<i>Muftak</i>	Townsperson (")		Pack; Can't be harmed
<i>Mullud Bombo</i>	Townsperson (")		Pack; Can't be harmed
<i>Mummer bully</i>	Mumm. Gang (thug)	Pirate weapons (light)	Herd
<i>Mummer punk</i>	Mumm. Gang (thug)	Pirate weapons (light)	Pack
<i>Mummer ruffian</i>	Mumm. Gang (thug)	Pirate weapons (light)	Pack; Herd
<i>Mummer thug</i>	Mumm. Gang (thug)	Pirate weapons (light)	Herd
<i>Musician trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Naboo dissident</i>	Thug (")	Pirate weapons (light)	Herd
<i>Naboo dissident</i>	Thug (")	Rebel weapons (medium)	Herd
<i>naboo dread pirate</i>	Naboo Pirate (")	Pirate weapons (heavy)	Pack; Aggro
<i>Naboo gunrunner</i>	Mercenary	Ranged weapons	Aggro
<i>Naboo holy man</i>	Naboo (")	Rebel weapons (light)	Herd
<i>Naboo Kidnapped Noble 01</i>	Townsperson (")		Pack
<i>Naboo monk</i>	self	none	Herd
<i>Naboo nomad</i>	Naboo Nomad	Pirate weapons (light)	Pack
<i>naboo pirate</i>	Naboo Pirate (")	Pirate weapons (heavy)	Pack; Aggro
<i>naboo pirate armsman</i>	Naboo Pirate (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>naboo pirate crewman</i>	Naboo Pirate (")	Pirate weapons (heavy)	Pack; Aggro
<i>naboo pirate cutthroat</i>	Naboo Pirate (")	Pirate weapons (heavy)	Stalker; Pack; Aggro
<i>naboo pirate lieutenant</i>	Naboo Pirate (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Naboo police</i>	RSF (")	Rebel weapons (medium)	Pack
<i>Naboo police chief</i>	RSF (")	Imperial weapons (medium)	Pack
<i>Naboo police chief</i>	RSF (")	Rebel weapons (heavy)	Pack
<i>Naboo police officer</i>	RSF (")	Rebel weapons (medium)	Pack
<i>naive Gondula workling</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>naive Jinda workling</i>	Jinda Tribe (")	none	Pack
<i>naive Panshee workling</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Narmle Militia Captain</i>	Narmle (")	Ranged weapons	Pack; Herd
<i>Narmle Militia Colonel</i>	Narmle (")	Ranged weapons	Pack; Herd
<i>Narmle Militia Commander</i>	Narmle (")	Rebel weapons (heavy)	Pack; Herd
<i>Narmle Militia commando</i>	Narmle (")	Rebel weapons (heavy)	Killer; Pack; Herd
<i>Narmle Militia Ensign</i>	Narmle (")	Rebel weapons (medium)	Pack; Herd
<i>Narmle Militia grenadier</i>	Narmle (")	Rebel weapons (medium)	Pack; Herd
<i>Narmle Militia guard</i>	Narmle (")	Rebel weapons (medium)	Pack; Herd
<i>Narmle Militia Lieutenant</i>	Narmle (")	Rebel weapons (medium)	Pack; Herd
<i>Narmle Militia Major</i>	Narmle (")	Rebel weapons (heavy)	Pack; Herd; Offers missions
<i>Narmle Militia rifleman</i>	Narmle (")	Rebel weapons (medium)	Pack; Herd

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Neo-Cobral assassin</i>	Rori	25	36%	300-310	2637	5.9k-7.2k	0	0	0	0	0	0	0	-1
<i>Neo-Cobral bandit</i>	Rori	20	33%	200-210	1609	4.5k-5.5k	10	10	0	25	25	25	25	-1
<i>Neo-Cobral boss</i>	Rori	30	38%	280-290	3097	8.3k-10.1k	0	0	0	40	40	40	40	-1
<i>Neo-Cobral hitman</i>	Rori	21	34%	220-230	1803	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>Neo-Cobral overlord</i>	Rori	33	40%	310-330	3370	8.6k-10.6k	0	0	0	50	50	50	50	-1
<i>Neo-Cobral runner</i>	Rori	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	-1
<i>Neo-Cobral thief</i>	Rori	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>Neo-Cobral thug</i>	Rori	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>network leader</i>	all	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Nien Nunb</i>	Lok	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Nightsister elder</i>	Dath.	278	2725%	1520-2750	26654	321k-392k	100	0	0	100	100	100	100	100
<i>Nightsister initiate</i>	Dath.	60	50%	445-600	5830	11k-14k	0	0	0	100	100	100	100	100
<i>Nightsister outcast</i>	Dath.	81	75%	555-820	7761	12k-15k	0	0	0	100	100	100	100	100
<i>Nightsister protector</i>	Dath.	131	475%	770-1250	12424	50k-61k	0	100	0	100	100	100	100	100
<i>Nightsister rancor tamer</i>	Dath.	76	75%	520-750	7299	12k-15k	0	0	0	50	50	50	50	100
<i>Nightsister ranger</i>	Dath.	81	75%	555-820	7761	12k-15k	0	0	0	100	100	100	100	100
<i>Nightsister sentinel</i>	Dath.	88	80%	545-800	8408	21k-26k	0	0	0	100	100	100	100	100
<i>Nightsister sentry</i>	Dath.	27	36%	240-250	2730	7.2k-8.8k	0	0	0	60	60	60	60	-1
<i>Nightsister slave</i>	Dath.	10	28%	130-140	292	405-495	0	0	0	0	0	0	0	-1
<i>Nightsister slave</i>	Dath.	15	31%	160-170	714	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>Nightsister spell weaver</i>	Dath.	107	100%	645-1000	10174	24k-30k	0	100	0	100	100	100	100	100
<i>Nightsister stalker</i>	Dath.	96	85%	595-900	9150	20k-25k	0	100	0	100	100	100	100	100
<i>Nikto</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Nitro Vendallan</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>noble</i>	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Noldan</i>	Dath.	99	100%	645-1000	9336	24.5k-30k	0	0	0	0	0	0	0	-1
<i>nomad</i>	Tatoo.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>nomad chief</i>	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Noren Krast</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Novatrooper</i>	all	97	95%	620-950	9243	20k-25k	40	35	80	30	0	0	30	45
<i>Novatrooper Cadet</i>	all	72	70%	495-700	6931	12k-15k	40	35	80	30	0	0	30	45
<i>Novatrooper Captain</i>	all	142	700%	845-1400	13462	68k-83k	60	50	80	30	0	0	30	45
<i>Novatrooper Commander</i>	all	182	1300%	1045-1800	17274	126k-154k	65	65	80	30	0	0	30	45
<i>Novatrooper Ensign</i>	all	87	85%	570-850	8315	13k-16k	40	35	80	30	0	0	30	45
<i>Novatrooper Medic</i>	all	107	175%	670-1050	10174	29k-36k	40	35	80	30	0	0	30	45
<i>Novatrooper Squad Leader</i>	all	122	400%	745-1200	11577	44k-54k	55	45	80	30	0	0	30	45
<i>novice creature handler</i>	all	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>novice force mystic</i>	Dant.	60	60%	475-660	5830	11k-13k	30	30	0	0	0	0	0	0
<i>Nurla Slinthiss</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Nym</i>	Lok	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Nym's bodyguard</i>	Lok	28	37%	260-270	2914	8.1k-9.9k	30	30	0	0	40	-1	-1	-1
<i>Nym's brawler</i>	Lok	25	36%	240-250	2637	7.2k-8.8k	40	0	0	-1	-1	-1	-1	-1
<i>Nym's destroyer</i>	Lok	40	43%	355-420	4006	9.1k-11.1k	40	40	0	0	60	-1	-1	-1
<i>Nym's droideka</i>	Lok	35	41%	320-350	3551	8.8k-10.8k	30	45	0	0	40	-1	-1	-1
<i>Nym's droideka</i>	Lok	45	47%	360-430	4461	9.9k-12.1k	35	35	0	0	0	-1	0	-1
<i>Nym's elite guard</i>	Lok	38	43%	335-380	3824	9.1k-11.1k	50	0	0	0	60	-1	-1	-1
<i>Nym's elite patrol</i>	Lok	41	44%	345-400	4097	9.3k-11.3k	40	55	0	0	60	-1	-1	-1
<i>Nym's elite pirate</i>	Lok	31	39%	290-300	3188	8.6k-10.6k	0	40	0	0	40	-1	-1	-1
<i>Nym's guard</i>	Lok	31	39%	290-300	3188	8.6k-10.6k	0	40	0	0	40	-1	-1	-1
<i>Nym's guard</i>	Lok	36	41%	315-340	3642	9k-11k	35	35	0	0	40	-1	-1	-1

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Neo-Cobral assassin</i>	Cobral (")	Pirate weapons (medium)	Killer; Pack
<i>Neo-Cobral bandit</i>	Cobral (")	Ranged weapons	Pack
<i>Neo-Cobral boss</i>	Cobral (")	Pirate weapons (medium)	Killer; Pack
<i>Neo-Cobral hitman</i>	Cobral (")	Ranged weapons	Stalker; Pack
<i>Neo-Cobral overlord</i>	Cobral (")	Pirate weapons (heavy)	Killer; Pack
<i>Neo-Cobral runner</i>	Cobral (")	Pirate weapons (medium)	Pack
<i>Neo-Cobral thief</i>	Cobral (")	Pirate weapons (light)	Stalker; Pack
<i>Neo-Cobral thug</i>	Cobral (")	Pirate weapons (light)	Pack
<i>network leader</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Nien Nunb</i>	Rebel (")		Pack; Can't be harmed
<i>Nightsister elder</i>	Nightsister (")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Nightsister initiate</i>	Nightsister (")	Mixed force weapons	Killer; Stalker; Pack; Aggro
<i>Nightsister outcast</i>	Nightsister (")	Mixed force weapons	Killer; Pack; Aggro
<i>Nightsister protector</i>	Nightsister (")	Mixed force weapons	Killer; Pack; Aggro
<i>Nightsister rancor tamer</i>	Nightsister (")	Mixed force weapons	Killer; Pack; Aggro
<i>Nightsister ranger</i>	Nightsister (")	Mixed force weapons	Killer; Stalker; Pack; Aggro
<i>Nightsister sentinel</i>	Nightsister (")	Mixed force weapons	Killer; Pack; Aggro
<i>Nightsister sentry</i>	Nightsister (")	Mixed force weapons	Pack; Aggro
<i>Nightsister slave</i>	Nightsister (")		Aggro
<i>Nightsister slave</i>	Townsperson (")		Aggro
<i>Nightsister spell weaver</i>	Nightsister (")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Nightsister stalker</i>	Nightsister (")	Mixed force weapons	Killer; Stalker; Pack; Aggro
<i>Nikto</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Nitro Vendallan</i>	Townsperson		Pack; Can't be harmed
<i>noble</i>	Townsperson (")	Rebel weapons (light)	Herd; Offers missions
<i>Noldan</i>	Force Sensitive villager (")		Pack; Can't be harmed
<i>nomad</i>	Townsperson (")	Rebel weapons (light)	Pack
<i>nomad chief</i>	Naboo Nomad	Rebel weapons (medium)	Stalker; Pack
<i>Noren Krast</i>	Townsperson	Rebel weapons (light)	Pack
<i>Novatrooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Novatrooper Cadet</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Novatrooper Captain</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Novatrooper Commander</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Novatrooper Ensign</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Novatrooper Medic</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro; Healer
<i>Novatrooper Squad Leader</i>	Imperial (")	Stormtrooper weapons	Killer; Pack; Aggro
<i>novice creature handler</i>	Rebel (")	Rebel weapons (light)	Pack
<i>novice force mystic</i>	Force Reneg.	Mixed force weapons	Killer; Pack; Healer
<i>Nurla Slinthiss</i>	Townsperson	Rebel weapons (light)	Pack
<i>Nym</i>	Nym (")		Pack; Can't be harmed
<i>Nym's bodyguard</i>	Nym (")	Rebel weapons (medium)	Killer; Pack
<i>Nym's brawler</i>	Nym (")	Rebel weapons (medium)	Killer; Pack
<i>Nym's destroyer</i>	Nym (")	Rebel weapons (medium)	Killer; Pack
<i>Nym's droideka</i>	Nym (")		Killer; Pack
<i>Nym's droideka</i>	Nym (")		Killer; Pack
<i>Nym's elite guard</i>	Nym (")	Pirate weapons (heavy)	Killer; Pack
<i>Nym's elite patrol</i>	Nym (")	Pirate weapons (heavy)	Killer; Stalker; Pack
<i>Nym's elite pirate</i>	Nym (")	Pirate weapons (heavy)	Killer; Pack
<i>Nym's guard</i>	Nym (")	Ranged weapons	Killer; Pack
<i>Nym's guard</i>	Nym (")	Pirate weapons (heavy)	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Nym's guard</i>	all	9	27%	80-90	356	675-825	0	0	0	0	0	0	15	-1
<i>Nym's patrol</i>	Lok	36	42%	325-360	3642	8.9k-10.9k	35	40	0	0	40	-1	-1	-1
<i>Nym's patrol</i>	Lok	33	40%	305-320	3370	8.6k-10.5k	35	0	0	-1	-1	80	80	-1
<i>Nym's pirate</i>	Lok	23	35%	210-220	2443	5.9k-7.2k	0	20	0	0	0	0	0	-1
<i>Nym's pirate</i>	Lok	26	36%	250-260	2730	7.7k-9.4k	25	25	0	0	0	-1	-1	-1
<i>Nym's surveyor</i>	Lok	21	33%	190-200	2006	5k-6.1k	25	0	0	0	0	-1	0	-1
<i>official</i>	Naboo	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>official</i>	Naboo	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>old man</i>	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
<i>Om Aynat</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Oola</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Otolla Gungan</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>outcast Gungan</i>	Naboo	30	39%	290-300	3005	8.4k-10.2k	0	0	0	0	0	0	0	0
<i>outlaw</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Outrider</i>	all	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Oxil Sarban</i>	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Paemos</i>	Dath.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Palace guard</i>	Naboo	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Palace guard</i>	Naboo	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Paleja Reshad</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Pala</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Palpatine</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Palu Zerk</i>	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Pannaqa (a farmer)</i>	Dath.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Panshee chief</i>	Endor	48	49%	385-480	4643	10k-12.2k	0	0	0	0	0	0	0	0
<i>Panshee cub</i>	Endor	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>Panshee elder</i>	Endor	46	48%	375-460	4461	9.8k-12k	30	30	0	-1	0	0	-1	0
<i>Panshee elder worker</i>	Endor	27	36%	250-260	2730	7.7k-9.4k	30	30	0	-1	0	0	-1	-1
<i>Panshee loremaster</i>	Endor	25	35%	230-240	2543	6.8k-8.3k	25	25	0	-1	0	0	-1	0
<i>Panshee matriarch</i>	Endor	30	37%	270-280	3005	8.2k-10k	40	40	0	-1	0	0	-1	-1
<i>Panshee ritualist</i>	Endor	19	33%	180-190	1426	4.5k-5.5k	0	0	0	0	0	0	0	0
<i>Panshee shaman</i>	Endor	30	39%	290-300	3005	8.4k-10.2k	0	0	0	0	0	0	0	0
<i>Panshee tribesman</i>	Endor	24	35%	210-220	2443	5.9k-7.2k	30	30	-1	0	0	-1	-1	0
<i>Panshee veteran</i>	Endor	35	41%	325-360	3460	8.7k-10.7k	0	0	0	0	0	0	0	0
<i>Panshee warrior</i>	Endor	27	36%	250-260	2730	7.7k-9.4k	30	30	0	-1	0	0	-1	-1
<i>Panshee worker</i>	Endor	13	29%	130-140	609	1.2k-1.4k	15	15	0	0	0	0	0	-1
<i>Pashna</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Pathfinder</i>	all	21	33%	180-190	2006	4.5k-5.5k	0	0	0	35	35	35	35	-1
<i>patron</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Pfilbee Jhorn</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>philosopher</i>	Naboo	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Phinea Shantee</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Pikeman trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>pilot</i>	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>pirate</i>	all	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>pirate</i>	Tatoo.	20	33%	180-190	1803	4.5k-5.5k	10	15	0	40	-1	40	0	-1
<i>pirate</i>	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>pirate armsman</i>	all	13	30%	140-150	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>pirate captain</i>	all	20	33%	180-190	1803	4.5k-5.5k	10	15	0	40	-1	40	0	-1
<i>pirate crewman</i>	all	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1

NPCs: Nym's guard — pirate crewman

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Nym's guard</i>	Nym	Pirate weapons (medium)	Killer; Pack
<i>Nym's patrol</i>	Nym (")	Pirate weapons (heavy)	Killer; Stalker; Pack
<i>Nym's patrol</i>	Nym (")	Pirate weapons (heavy)	Killer; Stalker; Pack
<i>Nym's pirate</i>	Nym (")	Ranged weapons	Killer; Pack
<i>Nym's pirate</i>	Nym (")	Pirate weapons (heavy)	Killer; Pack
<i>Nym's surveyor</i>	Nym (")	Pirate weapons (heavy)	Killer; Pack
<i>official</i>	Naboo (")	Pirate weapons (medium)	Herd; Offers missions
<i>official</i>	Naboo (")	Rebel weapons (medium)	Herd; Offers missions
<i>old man</i>	Force Sensitive villager (")		Can't be harmed
<i>Om Aynat</i>	Townsperson		Pack; Can't be harmed
<i>Oola</i>	Jabba (")		Pack; Can't be harmed
<i>Otolla Gungan</i>	Gungan (")	Rebel weapons (light)	Pack
<i>outcast gungan</i>	Borvo (")	Pirate weapons (heavy)	Pack; Aggro
<i>outlaw</i>	Thug (")	Pirate weapons (light)	Stalker; Pack
<i>Outrider</i>	Wilder	Rebel weapons (medium)	Pack
<i>Oxil Sarban</i>	Townsperson	Rebel weapons (light)	Pack
<i>Paemos</i>	Force Sensitive villager (")	Rebel weapons (light)	Can't be harmed
<i>Palace guard</i>	RSF (")	Imperial weapons (heavy)	Killer; Pack
<i>Palace guard</i>	RSF (")	Pirate weapons (medium)	Killer; Pack
<i>Palejo Reshad</i>	Townsperson	Rebel weapons (light)	Pack
<i>Pala</i>	Townsperson (")		Pack; Can't be harmed
<i>Palpatine</i>	Imperial (")		Pack; Can't be harmed
<i>Palu Zerk</i>	Townsperson (")		Pack; Can't be harmed
<i>Pannaqa (a farmer)</i>	Force Sensitive villager (")	Rebel weapons (light)	Can't be harmed; Offers missions
<i>Panshee chief</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee cub</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee elder</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee elder worker</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee laremaster</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee matriarch</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee ritualist</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee shaman</i>	Panshee Tribe (")	Ewok weapons	Pack; Healer
<i>Panshee tribesman</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee veteran</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee warrior</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Panshee worker</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Pashna</i>	Rebel (")		Pack; Can't be harmed
<i>Pathfinder</i>	Wilder	Rebel weapons (heavy)	Killer; Stalker; Pack
<i>patron</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Pfilbee Jhorn</i>	Townsperson		Pack; Can't be harmed
<i>philosopher</i>	Townsperson (")	Pirate weapons (light)	Herd; Offers missions
<i>Phinea Shantee</i>	Townsperson		Pack; Can't be harmed
<i>Pikeman trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>pilot</i>	Mercenary	Rebel weapons (light)	Pack
<i>pirate</i>	Pirate (")	Pirate weapons (heavy)	Pack
<i>pirate</i>	Pirate	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>pirate</i>	Thug (")	Pirate weapons (heavy)	Pack
<i>pirate armsman</i>	Pirate	Ranged weapons	Killer; Pack
<i>pirate captain</i>	Pirate	Pirate weapons (heavy)	Killer; Pack
<i>pirate crewman</i>	Pirate	Pirate weapons (light)	Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
pirate cutthroat	all	8	27%	70-75	292	405-495	0	0	0	0	0	0	0	-1
pirate leader	all	17	32%	160-170	1257	3.5k-4.3k	0	0	0	30	-1	30	-1	-1
pirate leader	Tatoo.	43	46%	365-440	4279	9.6k-11.8k	10	15	0	40	-1	40	0	-1
pirate lieutenant	all	15	31%	160-170	960	2.4k-3k	0	0	0	0	0	0	0	-1
pirate privateer	all	10	28%	90-110	430	810-990	0	0	0	0	0	0	0	-1
Pirate Squab	all	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
Pistaleer trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
plague victim	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
plainsfolk	Naboo	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
plasma bantid	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
plasma thief	Naboo	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
plasma thief	Naboo	3	23%	35-45	62	90-110	0	0	0	0	0	0	0	-1
plasma thief leader	Naboo	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
plasma-thieving Swamp Trooper	Naboo	25	36%	240-250	2637	7.2k-8.8k	0	0	0	0	0	0	0	0
plasma-thieving Swamp Traaper Captain	Naboo	30	39%	290-300	3097	8.4k-10.2k	30	30	0	-1	-1	-1	50	-1
poacher	Talus	17	32%	170-180	1257	3.5k-4.3k	0	0	0	0	0	0	0	0
Politician trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Pooja Naberie	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Parcellus		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Prefect Talmant		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
proficient Gondula worker	Endor	35	41%	320-350	3460	8.8k-10.8k	0	0	0	0	0	0	0	0
proficient Jinda worker	Endor	28	36%	240-250	2822	7.2k-8.8k	35	35	0	0	0	0	0	0
proficient Panshee worker	Endor	33	40%	310-330	3279	8.6k-10.6k	30	30	0	-1	0	0	-1	-1
Prophet of the Dark Side	all	126	400%	745-1200	11953	44k-54k	80	80	80	80	80	80	80	80
Pubam battlelard	Endor	41	47%	410-530	4097	10k-13k	-1	-1	0	0	0	-1	-1	100
Pubam chieftan	Endor	51	60%	445-600	5007	11k-14k	-1	-1	0	0	0	0	0	100
Pubam cub	Endor	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Pubam dark shaman	Endor	48	47%	390-490	4734	9.4k-11.4k	35	35	0	60	60	60	-1	80
Pubam scout	Endor	37	47%	370-450	3733	9.7k-11.9k	-1	-1	0	0	0	-1	-1	100
Pubam spiritmaster	Endor	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Pubam tribesman	Endor	37	47%	370-450	3733	9.7k-11.9k	-1	-1	0	0	0	-1	-1	100
Qualda Herm		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Quarren		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Queen Kylantha Gazebo	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Queen Kylantha Thrane	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Quharek	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
Radanthus Mandelatara	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Radlee Mathiss	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Ragliith	Endor	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Ragtag kaak	Corel.	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
Ragtag laan	Corel.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
Ragtag lunatic	Corel.	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
Ragtag maniac	Corel.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Rakir Banai	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Rale Moonraiser	Tatoo.	99	99%	640-990	9243	24k-29k	40	40	0	0	0	0	0	0
rancher	all	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
rancher	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
rancher's wife	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Ranger trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Raxa Binn	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>pirate cutthroat</i>	Pirate	Pirate weapons (light)	Killer; Stalker; Pack
<i>pirate leader</i>	Pirate (")	Pirate weapons (heavy)	Killer; Pack
<i>pirate leader</i>	Pirate	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>pirate lieutenant</i>	Pirate (")	Pirate weapons (heavy)	Killer; Pack
<i>pirate privateer</i>	Pirate	Ranged weapons	Killer; Pack
<i>Pirate Squab</i>	Pirate	Pirate weapons (light)	Stalker; Pack
<i>Pistoleer trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>plague victim</i>	Townsperson (")	Rebel weapons (light)	
<i>plainsfolk</i>	Townsperson (")	Pirate weapons (light)	Pack; Offers missions
<i>plasma bantid</i>	Plasma Thief (Bandit)	Pirate weapons (light)	Pack
<i>plasma thief</i>	Plasma Thief (")	Pirate weapons (light)	Pack
<i>plasma thief</i>	Plasma Thief (")	Pirate weapons (light)	Pack
<i>plasma thief leader</i>	Plasma Thief (")	Ranged weapons	Pack
<i>plasma-thieving Swamp Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>plasma-thieving Swamp Trooper Captain</i>	Plasma Thief (")	Stormtrooper weapons	Killer; Pack
<i>poacher</i>	Talus Poacher	Pirate weapons (heavy)	Killer; Stalker; Pack
<i>Politician trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Pooja Naberrie</i>	Townsperson (")		Pack; Can't be harmed
<i>Porcellus</i>	Jabba (")		Pack; Can't be harmed
<i>Prefect Talmont</i>	Imperial (")		Pack; Can't be harmed
<i>proficient Gondula worker</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>proficient Jinda worker</i>	Jinda Tribe (")	none	Pack
<i>proficient Panshee worker</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Prophet of the Dark Side</i>	Imperial (")	none	Killer; Pack
<i>Pubam battlelord</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Pubam chieftan</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Pubam cub</i>	Pubam (")	none	Pack; Aggro
<i>Pubam dark shaman</i>	Pubam (")	none	Killer; Pack; Aggro; Healer
<i>Pubam scout</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Pubam spiritmaster</i>	Pubam (")	none	Pack; Aggro
<i>Pubam tribesman</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Qualdo Herm</i>	Rebel (")		Pack; Can't be harmed
<i>Quarren</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Queen Kylantha Gazebo</i>	Townsperson (")		Pack; Can't be harmed
<i>Queen Kylantha Throne</i>	Townsperson (")		Pack; Can't be harmed
<i>Quharek</i>	Force Sensitive villager (")	Rebel weapons (heavy)	Can't be harmed; Offers missions
<i>Radanthus Mandelatara</i>	Townsperson (")		Pack; Can't be harmed
<i>Radlee Mathiss</i>	Townsperson	Rebel weapons (light)	Pack
<i>Raglith</i>	Townsperson	Rebel weapons (light)	Pack
<i>Ragtag kook</i>	Rgtg. Gang (Thug)	Pirate weapons (light)	Herd
<i>Ragtag loon</i>	Rgtg. Gang (Thug)	Pirate weapons (light)	Stalker
<i>Ragtag lunatic</i>	Rgtg. Gang (Thug)	Pirate weapons (medium)	Pack
<i>Ragtag maniac</i>	Rgtg. Gang (Thug)	Pirate weapons (medium)	Pack
<i>Rakir Banai</i>	Townsperson		Pack; Can't be harmed
<i>Rale Moonraiser</i>	Darklighter	Rebel weapons (light)	Herd
<i>rancher</i>	Townsperson (")	Rebel weapons (heavy)	Herd; Offers missions
<i>rancher</i>	Townsperson (")		Herd; Can't be harmed
<i>rancher's wife</i>	Townsperson (")		Herd; Can't be harmed
<i>Ranger trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Raxa Binn</i>	Townsperson	Rebel weapons (light)	Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Rebel Admiral	all	226	1975%	1270-2250	21533	208k-254k	80	90	0	0	30	30	80	65
Rebel Army Captain	all	21	34%	200-210	2006	5.4k-6.6k	0	0	0	0	0	0	0	-1
Rebel Brigadier General	all	25	36%	240-250	2637	7.2k-8.8k	20	20	40	0	0	-1	0	-1
Rebel Colonel	all	24	35%	230-240	2543	6.8k-8.3k	15	15	0	0	0	-1	0	-1
Rebel Commandant	all	151	850%	895-1500	14314	81k-99k	50	65	0	0	30	30	80	65
Rebel commander	all	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
Rebel commando	all	25	36%	240-250	2637	7.2k-8.8k	0	0	40	0	0	0	0	-1
Rebel Commadore	all	181	1300%	1045-1800	17178	126k-154k	65	75	0	0	30	30	80	65
Rebel coordinatar	all	25	36%	240-250	2443	7.2k-8.8k	0	0	0	0	0	0	0	0
Rebel Corporal	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Rebel crewman	all	22	35%	210-220	2219	5.9k-7.2k	0	0	0	0	0	0	0	-1
Rebel Engineer	all	106	175%	670-1050	10081	29k-36k	45	45	0	0	30	30	80	65
Rebel Ensign	all	72	70%	495-700	6931	12k-15k	45	35	0	0	30	30	80	65
Rebel First Lieutenant	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
Rebel First Mate	all	86	85%	570-850	8223	13k-16k	45	35	0	0	30	30	80	65
Rebel General	all	28	37%	270-280	2914	8.2k-10k	0	0	0	35	-1	35	-1	-1
Rebel Gungan Captain	Naboo	21	34%	200-210	2006	5.4k-6.6k	0	0	0	-1	30	-1	-1	-1
Rebel Gungan War Chief	Naboo	20	33%	190-200	1803	5k-6.1k	0	0	0	0	25	0	0	-1
Rebel High General	all	29	38%	280-290	3005	8.3k-10.1k	0	0	0	-1	40	-1	40	-1
Rebel High General	all	29	38%	280-290	3005	8.3k-10.1k	0	0	0	40	-1	40	-1	-1
Rebel Lance Corporal	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Rebel Lieutenant Colonel	all	23	35%	220-230	2443	6.3k-7.7k	15	15	0	0	0	-1	0	-1
Rebel Lieutenant General	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	30	-1	30	-1	-1
Rebel Lyda (COA2)	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Rebel Major	all	22	35%	210-220	2219	5.9k-7.2k	0	0	0	0	0	0	0	-1
Rebel Major General	all	26	36%	250-260	2730	7.7k-9.4k	0	25	0	30	-1	30	-1	-1
Rebel Master Sergeant	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
Rebel Medic	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	0
Rebel Midshipman	all	136	625%	820-1350	12895	62k-75k	50	65	0	0	30	30	80	65
Rebel network leader	all	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
Rebel obscureOps agent	all	16	31%	160-170	831	2.9k-3.5k	0	0	0	0	0	0	0	0
Rebel pilot	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
Rebel Rear Admiral	all	200	1600%	1145-2000	19008	160k-195k	70	75	0	0	30	30	80	65
Rebel recruiter	all	20	33%	190-200	1426	5k-6.1k	0	0	0	40	-1	40	-1	-1
Rebel Research Attacker (1) (COA3)	all	35	41%	320-350	3551	8.8k-10.8k	0	35	0	0	0	0	0	-1
Rebel Research Attacker (2) (COA3)	all	45	46%	365-440	4461	9.6k-11.8k	0	45	0	0	0	0	0	0
Rebel research captain (COA3)	all	23	35%	220-230	2443	6.3k-7.7k	0	0	0	0	0	0	0	0
Rebel research guard (COA3)	all	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	0
Rebel resistance agitator	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
Rebel resistance anorchist	all	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
Rebel resistance dissident	all	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
Rebel resistance leader	all	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Rebel resistance separatist	all	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
Rebel Sailor	all	96	95%	620-950	9150	20k-25k	45	45	0	0	30	30	80	65
Rebel scout	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Rebel Second Lieutenant	all	19	33%	180-190	1609	4.5k-5.5k	0	0	0	0	0	0	0	-1
Rebel Second Lieutenant	all	19	33%	180-190	1609	4.5k-5.5k	0	0	0	0	0	0	0	-1
Rebel Sergeant	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
Rebel Sergeant Major	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
Rebel SpecForce Captain	all	25	36%	240-250	2637	7.2k-8.8k	0	0	40	0	0	0	0	-1

NPCs: Rebel Admiral — Rebel SpecForce Captain

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Rebel Admiral</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack; Aggro
<i>Rebel Army Captain</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Brigadier General</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Colonel</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Commandant</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack; Aggro
<i>Rebel commander</i>	Rebel (")	Rebel weapons (heavy)	Can't be harmed
<i>Rebel commando</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Commodore</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack; Aggro
<i>Rebel coordinator</i>	Rebel (")	Rebel weapons (heavy)	Can't be harmed
<i>Rebel Corporal</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel crewman</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Rebel Engineer</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack; Aggro; Healer
<i>Rebel Ensign</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack; Aggro
<i>Rebel First Lieutenant</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Rebel First Mate</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack; Aggro
<i>Rebel General</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Gungan Captain</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Rebel Gungan War Chief</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Rebel High General</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel High General</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Lance Corporal</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel Lieutenant Colonel</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Lieutenant General</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Lyda (COA2)</i>	Rebel (")	Rebel weapons (light)	Stalker; Pack; Can't be harmed
<i>Rebel Major</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Major General</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel Master Sergeant</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Rebel Medic</i>	Rebel (")	Rebel weapons (heavy)	Pack; Healer
<i>Rebel Midshipman</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack; Aggro
<i>Rebel network leader</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel obscureOps agent</i>	Rebel (")		Can't be harmed
<i>Rebel pilot</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Rebel Rear Admiral</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack; Aggro
<i>Rebel recruiter</i>	Rebel (")		Can't be harmed
<i>Rebel Research Attacker (1) (COA3)</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack; Herd
<i>Rebel Research Attacker (2) (COA3)</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack; Herd
<i>Rebel research captain (COA3)</i>	Rebel (")	Rebel weapons (light)	Killer; Pack; Herd
<i>Rebel research guard (COA3)</i>	Rebel (")	Rebel weapons (light)	Pack; Herd
<i>Rebel resistance agitator</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel resistance anarchist</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel resistance dissident</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel resistance leader</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel resistance separatist</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel Sailor</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack; Aggro
<i>Rebel scout</i>	Rebel (")	Rebel weapons (light)	Stalker; Pack
<i>Rebel Second Lieutenant</i>	Rebel (")	Ranged weapons	Killer; Pack
<i>Rebel Second Lieutenant</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Rebel Sergeant</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Rebel Sergeant Major</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Rebel SpecForce Captain</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Rebel SpecForce Colonel</i>	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	0	-1	0	-1	-1
<i>Rebel SpecForce General</i>	all	28	37%	270-280	2914	8.2k-10k	0	0	0	35	-1	35	-1	-1
<i>Rebel SpecForce pathfinder</i>	all	18	32%	160-170	1257	4.1k-5k	10	10	0	0	0	-1	-1	-1
<i>Rebel SpecForce pathfinder</i>	all	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Rebel SpecForce Sergeant</i>	all	21	34%	200-210	2006	5.4k-6.6k	0	0	0	0	0	0	0	-1
<i>Rebel SpecForce urban guerrilla</i>	all	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Rebel Staff Corporal</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Rebel Staff Sergeant</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Rebel surface Marshall</i>	all	30	39%	290-300	3097	8.4k-10.2k	0	0	0	40	-1	40	-1	-1
<i>Rebel surface Marshall</i>	all	21	33%	190-200	2006	5k-6.1k	15	20	0	40	-1	40	-1	-1
<i>Rebel sympathizer (COA2)</i>	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Rebel trooper</i>	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
<i>Rebel Vacca (COA3)</i>	all	35	41%	320-350	3370	8.8k-10.8k	0	0	0	0	0	0	0	0
<i>Rebel Warrant Officer I</i>	all	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Rebel Warrant Officer II</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Record Keeper Imperial</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Record Keeper Jabba</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Record Keeper Rebel</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Ree Yeas</i>	Tatoo.	20	33%	190-200	1426	5k-6.1k	0	0	40	0	0	0	0	-1
<i>Reelo Baruk</i>	Tatoo.	20	33%	190-200	1609	5k-6.1k	0	0	40	0	0	0	0	-1
<i>Relay Captain (COA2)</i>	all	29	38%	280-290	3005	8.3k-10.1k	0	0	0	0	0	0	0	0
<i>Relay guard (COA2)</i>	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	0	0	0	0	0
<i>renegade CarSec trooper</i>	Corel.	12	29%	130-140	609	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Rep Been</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>revered Panshee motriarch</i>	Endor	39	43%	335-380	3824	9.1k-11.1k	45	45	0	-1	0	-1	-1	0
<i>Rhys Dollows</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Ric Olie</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Rifleman trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Ris Inventor</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Rodian clan captain</i>	Tatoo.	11	29%	120-130	514	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Rodian clan medic</i>	Tatoo.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>Rodian clan warchief</i>	Tatoo.	13	30%	140-150	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
<i>Radian gladiator</i>	Tatoo.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
<i>Rodian Sif</i>	Talus	37	42%	330-370	3733	9k-11k	40	40	0	-1	0	-1	-1	-1
<i>Rodian Sif 02</i>	Talus	45	47%	370-450	4461	9.7k-11.9k	40	40	0	-1	-1	0	-1	-1
<i>Rodian thug</i>	all	3	23%	35-45	62	90-110	0	0	0	0	0	0	0	-1
<i>rogue</i>	all	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
<i>rogue CarSec trooper</i>	Corel.	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Rogue Marauder</i>	Endor	44	47%	345-400	4370	10k-12k	0	0	0	-1	0	0	-1	0
<i>Rohak (Village Elder)</i>	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
<i>Romo Vox</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Rorgungan Boss</i>	Rori	22	33%	190-200	2006	5k-6.1k	25	25	0	-1	30	0	-1	-1
<i>Rorgungan commoner</i>	Rori	14	30%	150-160	714	2k-2.4k	0	0	0	0	15	0	0	-1
<i>Rorgungan scout</i>	Rori	12	29%	140-150	514	1k-1.2k	0	0	0	0	15	0	0	-1
<i>Rorgungan warchief</i>	Rori	19	32%	170-180	1609	4.1k-5k	20	15	0	-1	30	0	0	-1
<i>Rorgungan warrior</i>	Rori	17	31%	170-180	1102	2.9k-3.5k	15	15	0	-1	30	0	0	-1
<i>roughneck</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Rovim Minnoni</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Royal Imperial Guard</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>RSF Captain</i>	Naboo	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1

NPCs: Rebel SpecForce Colonel — RSF Captain

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Rebel SpecForce Calanel</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel SpecForce General</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel SpecForce pathfinder</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Rebel SpecForce pathfinder</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Rebel SpecForce Sergeant</i>	Rebel (")	Ranged weapons	Killer; Pack
<i>Rebel SpecForce urban guerilla</i>	Rebel (")	Rebel weapons (medium)	Killer; Stalker; Pack
<i>Rebel Staff Corporal</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Rebel Staff Sergeant</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Rebel surface Marshall</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel surface Marshall</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>Rebel sympathizer (COA2)</i>	Rebel (")	Rebel weapons (light)	Stalker; Pack; Can't be harmed
<i>Rebel trooper</i>	Rebel (")	Rebel weapons (light)	Pack
<i>Rebel Vacca (COA3)</i>	Rebel (")	Rebel weapons (heavy)	Can't be harmed
<i>Rebel Warrant Officer I</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>Rebel Warrant Officer II</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>Record Keeper Imperial</i>	Imperial (")		Pack; Can't be harmed
<i>Record Keeper Jabba</i>	Jabba (")		Pack; Can't be harmed
<i>Record Keeper Rebel</i>	Rebel (")		Pack; Can't be harmed
<i>Ree Yeas</i>	Jabba (")		Can't be harmed
<i>Reela Baruk</i>	Jabba (")		Pack; Can't be harmed
<i>Relay Captain (COA2)</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Relay guard (COA2)</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>renegade CarSec trooper</i>	Rogue Corsec (")	Ranged weapons	Killer; Pack; Aggro
<i>Rep Been</i>	Townsperson (")		Pack; Can't be harmed
<i>revered Panshee matriarch</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Rhys Dallows</i>	Townsperson (")		Pack; Can't be harmed
<i>Ric Olie</i>	Townsperson (")		Pack; Can't be harmed
<i>Rifleman trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Ris Inventor</i>	Townsperson		Can't be harmed
<i>Rodian clan captain</i>	Rodian	Rebel weapons (heavy)	Killer; Pack
<i>Rodian clan medic</i>	Rodian	Rebel weapons (medium)	Herd; Healer
<i>Rodian clan warchief</i>	Rodian	Rebel weapons (heavy)	Killer; Stalker; Pack
<i>Rodian gladiator</i>	Rodian	Pirate weapons (medium)	Pack
<i>Rodian Sif</i>	Sif (")	Sif weapons	Killer; Stalker; Pack; Aggro
<i>Rodian Sif 02</i>	Sif (")	Sif weapons	Killer; Stalker; Pack; Aggro
<i>Rodian thug</i>	Rodian	Pirate weapons (light)	Pack
<i>rogue</i>	Thug (")	Pirate weapons (light)	Stalker
<i>rogue CarSec trooper</i>	Rogue Corsec (")	Ranged weapons	Pack; Aggro
<i>Rogue Marauder</i>	self	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Rohak (Village Elder)</i>	Force Sensitive villager (")	Rebel weapons (heavy)	Can't be harmed; Offers missions
<i>Rama Vax</i>	Jabba (")		Pack; Can't be harmed
<i>Rargungan Boss</i>	Rargungan (")		Pack; Herd
<i>Rargungan commoner</i>	Rargungan (")	Pirate weapons (medium)	Pack; Herd
<i>Rargungan scout</i>	Rargungan (")	Rebel weapons (heavy)	Pack; Herd
<i>Rargungan warchief</i>	Rargungan (")	Rebel weapons (heavy)	Killer; Pack; Herd
<i>Rargungan warrior</i>	Rargungan (")	Rebel weapons (heavy)	Pack; Herd
<i>roughneck</i>	Thug (")	Pirate weapons (light)	Pack
<i>Ravim Minnani</i>	Townsperson (")		Pack; Can't be harmed
<i>Royal Imperial Guard</i>	Imperial (")	Stormtrooper weapons	Pack; Can't be harmed
<i>RSF Captain</i>	RSF (")	Imperial weapons (heavy)	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
RSF commando	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
RSF commando	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
RSF Palace guard	Naboo	15	31%	160-170	960	2.4k-3k	0	0	0	0	0	0	0	-1
RSF Palace guard	Naboo	15	31%	160-170	960	2.4k-3k	0	0	0	0	0	0	0	-1
RSF pilot	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
RSF pilot	Naboo	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
RSF security guard	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
RSF security guard	Naboo	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
RSF security officer	Naboo	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
RSF security officer	Naboo	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
Sabal		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Salacious Crumb		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sand Trooper	all	25	36%	240-250	2637	7.2k-8.8k	0	0	40	100	-1	-1	-1	-1
Sand Trooper	all	25	36%	240-250	2637	7.2k-8.8k	0	0	40	20	0	0	0	-1
Sango Rond	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sayama Edosun	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
scavenger	Tatoo.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
Scholar Szingo	Endor	21	33%	210-220	1609	5.9k-7.2k	0	0	-1	40	40	-1	-1	-1
scientist	Dant.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
scientist	Dant.	36	42%	325-360	3460	8.9k-10.9k	0	0	0	0	0	0	0	0
scientist	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
scientist	all	34	41%	320-350	3279	8.8k-10.8k	0	0	0	0	0	0	0	-1
scientist	Yavin4	50	51%	400-510	4825	10k-13k	0	0	0	0	0	0	0	-1
Scolex Grath	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
scoundrel	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
Scout trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Scout Trooper	all	23	35%	220-230	2006	6.3k-7.7k	15	15	0	0	0	-1	0	-1
Scrib Leras	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Sean Contact Quest	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sean Questn University	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sean Questp House	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sean Questp Market	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sean Trenwell	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Seans Historian	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
seasoned Gondula warrior	Endor	45	46%	360-430	4370	9.5k-11.7k	50	50	0	-1	0	0	-1	0
seasoned Jinda warrior	Endor	35	41%	320-350	3460	8.8k-10.8k	0	40	-1	0	0	60	0	-1
seasoned Panshee warrior	Endor	42	44%	345-400	4097	9.3k-11.3k	40	40	0	0	0	0	0	0
Selonian assassin	Corel.	9	27%	120-130	356	270-330	0	0	0	0	0	0	0	-1
Selonian Captain	Corel.	14	30%	150-160	831	2k-2.4k	0	0	0	0	0	0	0	-1
Selonian champion	Corel.	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
Selonian healer	Corel.	7	26%	55-65	187	405-495	0	0	0	0	0	0	0	-1
Selonian hunter	Corel.	8	27%	70-75	235	675-825	0	0	0	0	0	0	0	-1
Selonian raider	Corel.	11	29%	120-130	514	1k-1.2k	0	0	0	0	0	0	0	-1
Selonian scout	Corel.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Selonian sentinel	Corel.	9	27%	70-75	356	810-990	0	0	0	0	0	0	0	-1
Selonian Separatist	Corel.	7	26%	70-75	187	270-330	0	0	0	0	0	0	0	-1
Selonian Separatist Captain	Corel.	13	30%	140-150	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
Selonian Separatist General	Corel.	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
Selonian Separatist recruit	Corel.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
Selonian Separatist soldier	Corel.	10	28%	90-110	430	810-990	0	0	0	0	0	0	0	-1

NPCs: RSF commando — Selonian Separatist soldier

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>RSF commando</i>	RSF (")	Imperial weapons (medium)	Pack
<i>RSF commando</i>	RSF (")	Pirate weapons (medium)	Pack
<i>RSF Palace guard</i>	RSF (")	Imperial weapons (heavy)	Killer; Pack
<i>RSF Palace guard</i>	RSF (")	Imperial weapons (medium)	Killer; Pack
<i>RSF pilot</i>	RSF (")	Rebel weapons (light)	Pack
<i>RSF pilot</i>	RSF (")	Rebel weapons (medium)	Pack
<i>RSF security guard</i>	RSF (")	Imperial weapons (medium)	Pack
<i>RSF security guard</i>	RSF (")	Rebel weapons (light)	Pack
<i>RSF security officer</i>	RSF (")	Imperial weapons (heavy)	Killer; Pack
<i>RSF security officer</i>	RSF (")	Imperial weapons (medium)	Killer; Pack
<i>Sabot</i>	Imperial (")		Pack; Can't be harmed
<i>Salacious Crumb</i>	Jabba (")		Pack; Can't be harmed
<i>Sand Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Sand Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Sango Rond</i>	Townsperson	Rebel weapons (light)	Pack
<i>Sayama Edosun</i>	Townsperson (")		Pack; Can't be harmed
<i>scavenger</i>	Thug (")	Rebel weapons (light)	
<i>Scholar Szingo</i>	Marauder (")		
<i>scientist</i>	self (")	none	Herd
<i>scientist</i>	Warren Teraud (")	none	Aggro
<i>scientist</i>	Townsperson (")	Rebel weapons (light)	Offers missions
<i>scientist</i>	Death Watch (")	Rebel weapons (light)	Offers missions
<i>scientist</i>	Geonosian (")	Rebel weapons (heavy)	Pack
<i>Scolex Groth</i>	Townsperson	Rebel weapons (light)	Pack
<i>scoundrel</i>	Thug (")	Pirate weapons (light)	Stalker
<i>Scout trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Scout Trooper</i>	Imperial (")	Imperial weapons (heavy)	
<i>Scrib Leras</i>	Townsperson (")	Pirate weapons (light)	Stalker
<i>Sean Contact Quest</i>	Townsperson (")		Pack; Can't be harmed
<i>Sean Questn University</i>	Townsperson (")		Pack; Can't be harmed
<i>Sean Questp House</i>	Townsperson (")		Pack; Can't be harmed
<i>Sean Questp Market</i>	Townsperson (")		Pack; Can't be harmed
<i>Sean Trenwell</i>	Townsperson (")		Pack; Can't be harmed
<i>Seans Historian</i>	Townsperson (")		Pack; Can't be harmed
<i>seasoned Gondula warrior</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>seasoned Jinda warrior</i>	Jinda Tribe (")	none	Pack
<i>seasoned Panshee warrior</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Selonian assassin</i>	Selonian	Pirate weapons (medium)	Killer; Stalker; Pack
<i>Selonian Captain</i>	Selonian	Rebel weapons (heavy)	Killer; Pack; Offers missions
<i>Selonian champion</i>	Selonian	Pirate weapons (heavy)	Killer; Pack
<i>Selonian healer</i>	Selonian	Rebel weapons (light)	Pack; Healer
<i>Selonian hunter</i>	Selonian	Imperial weapons (medium)	Pack
<i>Selonian raider</i>	Selonian	Rebel weapons (heavy)	Killer; Pack
<i>Selonian scout</i>	Selonian	Rebel weapons (medium)	Pack
<i>Selonian sentinel</i>	Selonian	Pirate weapons (medium)	Killer, Pack
<i>Selonian separatist</i>	Selonian	Rebel weapons (medium)	Pack
<i>Selonian Separatist Captain</i>	Selonian	Pirate weapons (medium)	Killer, Pack
<i>Selonian Separatist General</i>	Selonian	Pirate weapons (heavy)	Killer, Pack
<i>Selonian Separatist recruit</i>	Selonian	Pirate weapons (medium)	Pack
<i>Selonian Separatist soldier</i>	Selonian	Rebel weapons (medium)	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Selonian thief	Corel.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
Selonian warlord	Corel.	20	33%	180-190	1803	4.5k-5.5k	20	10	0	0	45	-1	-1	-1
Selonian warrior	Corel.	13	30%	140-150	714	1.5k-1.9k	0	0	0	0	0	0	0	-1
Senator Pooja Naberrie	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Senior Prophet of the Dark Side	all	138	475%	920-1550	13084	50k-61k	80	80	80	80	80	80	80	80
senior SpecForce heavy weapons specialist	all	20	33%	190-210	1803	5k-6.1k	0	0	0	0	0	0	0	-1
senior SpecForce infiltrator	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
senior SpecForce Lieutenant	all	24	35%	230-240	2543	6.8k-8.3k	15	15	0	0	0	-1	0	-1
senior SpecForce marine	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
senior SpecForce pathfinder	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
senior SpecForce technician	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
senior SpecForce urban guerrilla	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
senior SpecForce wilderness fighter	all	20	33%	190-200	1803	5k-6.1k	15	15	0	0	0	0	-1	-1
senior SpecForce wilderness scout	all	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
Sennex guard	Tatoo.	32	40%	310-330	3279	8.7k-10.7k	0	0	0	30	-1	30	-1	-1
Sennex hunter	Tatoo.	28	37%	270-280	2914	8.3k-10.1k	0	0	0	30	-1	30	-1	-1
Sennex lookout	Tatoo.	17	32%	160-170	1257	3.5k-4.3k	0	0	0	30	-1	30	-1	-1
Sennex slavemaster	Tatoo.	37	43%	340-390	3733	9.2k-11.2k	0	0	0	30	-1	30	-1	-1
Sennex slaver	Tatoo.	23	35%	220-230	2443	6.8k-8.3k	0	0	0	30	-1	30	-1	-1
Sennex warder	Tatoo.	20	33%	190-200	1803	5k-6.1k	0	0	0	30	-1	30	-1	-1
Senni Tonnikka	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Sergeant Ruwan Tokai		100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
Sergeant Tarl	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Serji X Arrogantus	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
servant of Lord Nyax	Corel.	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
settler	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
settler	Tatoo.	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
Sg 567	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
shadowy figure	all	16	31%	160-170	831	2.9k-3.5k	0	0	0	0	0	0	0	0
shaggy Donkuwah youth	Endor	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	0
shaggy Korga youth	Endor	15	31%	160-170	831	2.4k-3k	0	0	0	25	25	-1	-1	-1
shaggy Pubam youth	Endor	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
Shaki Hamachil	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Shalera The Hutt	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
sharpshooter	all	16	31%	160-170	1102	2.4k-3k	0	0	0	0	0	0	0	-1
Shibb Nisshil	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sidoras Bey	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sif mercenary	Talus	36	42%	325-360	3642	8.9k-10.9k	0	0	0	0	0	0	0	0
signalman	all	15	31%	160-170	831	2.4k-3k	0	0	0	0	0	0	0	0
Sigrix Slix	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Sindra Lintikoor	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Singing Mountain clan arch witch	Dath.	107	100%	645-1000	10174	24k-30k	100	0	0	100	100	100	100	100
Singing Mountain clan councilwoman	Dath.	253	2350%	1395-2500	24180	261k-320k	100	0	0	100	100	100	100	100
Singing Mountain clan dragoon	Dath.	94	95%	620-950	8964	20k-25k	45	45	75	-1	75	0	0	0
Singing Mountain clan guardian	Dath.	156	850%	895-1500	14789	81k-99k	100	0	0	100	100	100	100	100
Singing Mountain clan huntress	Dath.	75	75%	520-750	7207	12k-15k	0	0	75	-1	75	0	0	0
Singing Mountain clan initiate	Dath.	50	50%	395-500	4916	10k-12k	30	30	75	-1	75	-1	-1	35
Singing Mountain clan outcast	Dath.	75	75%	520-750	7207	12k-15k	0	0	75	-1	75	0	0	0
Singing Mountain clan rancor tamer	Dath.	75	75%	520-750	7207	12k-15k	0	0	75	-1	75	0	0	0
Singing Mountain clan scout	Dath.	75	75%	520-750	7207	12k-15k	0	0	75	-1	75	0	0	0

NPCs: Selonian thief — Singing Mountain clan scout

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Selonian thief</i>	Selonian	Pirate weapons (medium)	
<i>Selonian warlord</i>	Selonian	Rebel weapons (heavy)	Killer; Pack
<i>Selonian warrior</i>	Selonian	Pirate weapons (medium)	Killer; Pack
<i>Senator Pooja Naberrie</i>	Townsperson ("")		Pack; Can't be harmed
<i>Senior Prophet of the Dark Side</i>	Imperial ("")	none	Killer; Pack
<i>senior SpecForce heavy weapons specialist</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>senior SpecForce infiltrator</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>senior SpecForce Lieutenant</i>	Rebel ("")	Imperial weapons (heavy)	Killer; Pack
<i>senior SpecForce marine</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>senior SpecForce pathfinder</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>senior SpecForce technician</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>senior SpecForce urban guerrilla</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>senior SpecForce wilderness fighter</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>senior SpecForce wilderness scout</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack
<i>Sennex guard</i>	Sennex	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Sennex hunter</i>	Sennex	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Sennex lookout</i>	Sennex	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Sennex slavemaster</i>	Sennex	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Sennex slaver</i>	Sennex	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Sennex warder</i>	Sennex	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Senni Tonnika</i>	Townsperson		Pack; Can't be harmed
<i>Sergeant Ruwan Tokai</i>	Imperial ("")		
<i>Sergeant Tarl</i>	Townsperson	Rebel weapons (light)	Pack
<i>Serji X Arrogantus</i>	Townsperson	Rebel weapons (light)	Pack
<i>servant of Lord Nyax</i>	Lord Nyax ("")	Pirate weapons (medium)	Pack; Aggro
<i>settler</i>	Townsperson ("")	Rebel weapons (light)	Offers missions
<i>settler</i>	Thug ("")	Rebel weapons (light)	Offers missions
<i>Sg 567</i>	Townsperson	Rebel weapons (light)	Pack
<i>shadowy figure</i>	Hutt		Can't be harmed
<i>shaggy Donkuwah youth</i>	Donkuwah Tr. ("")	none	Pack; Aggro
<i>shaggy Korga youth</i>	Korga Tribe ("")	none	Pack; Aggro
<i>shaggy Pubam youth</i>	Pubam ("")	none	Pack; Aggro
<i>Shoki Hamachil</i>	Townsperson	Rebel weapons (light)	Pack
<i>Shalera The Hutt</i>	Townsperson	Rebel weapons (light)	Pack
<i>shorps shooter</i>	Mercenary	Ranged weapons	Killer; Pack
<i>Shibb Nisshil</i>	Imperial ("")	Rebel weapons (light)	Pack
<i>Sidoras Bey</i>	Townsperson	Rebel weapons (light)	Pack
<i>Sif mercenary</i>	Sif ("")	Sif weapons	Killer; Stalker; Pack; Aggro
<i>signalman</i>	Imperial ("")	Rebel weapons (light)	Pack
<i>Sigrix Slix</i>	Townsperson	Rebel weapons (light)	Pack
<i>Sindra Lintikoor</i>	Townsperson	Rebel weapons (light)	Pack
<i>Singing Mountain clan orch witch</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Singing Mountain clan councilwoman</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Singing Mountain clan drogoon</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Singing Mountain clan guardian</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Singing Mountain clan huntress</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Stalker; Pack; Aggro
<i>Singing Mountain clan initiate</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Singing Mountain clan outcast</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Singing Mountain clan rancor tamer</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Stalker; Pack; Aggro
<i>Singing Mountain clan scout</i>	Mtn. Clan ("")	Mixed force weapons	Killer; Stalker; Pack; Aggro

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Singing Mountain clan sentry</i>	Dath.	21	33%	190-200	1609	5.9k-7.2k	15	15	40	-1	40	-1	-1	-1
<i>Singing Mountain clan slave</i>	Dath.	10	28%	130-140	292	405-495	0	0	0	0	0	0	0	-1
<i>Singular Nak</i>	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Sirad Far</i>	Tatoo.	21	33%	190-200	1609	5k-6.1k	20	20	40	0	0	-1	-1	-1
<i>Sith Shadow commander</i>	Dath.	69	60%	495-700	6655	11k-13.5k	60	60	50	65	65	50	60	60
<i>Sith Shadow mercenary</i>	Dath.	69	60%	495-700	6655	11k-13.5k	60	60	60	60	60	60	60	60
<i>Sith Shadow mercenary</i>	Dath.	148	700%	895-1500	3327	67.9k-83k	80	90	85	85	70	85	85	85
<i>Sith Shadow outlaw</i>	Dath.	17	31%	160-170	1257	2430-2970	15	15	15	15	15	15	15	15
<i>Sith Shadow outlaw</i>	Dath.	8	27%	70-75	292	405-495	0	0	0	0	0	0	0	-1
<i>Sith Shadow outlaw</i>	Dath.	68	60%	445-600	628	11k-13.5k	65	65	55	60	60	80	80	80
<i>Sith Shadow pirate</i>	Dath.	32	39%	290-300	3279	8.4k-10.2k	30	30	30	30	30	30	30	30
<i>Sith Shadow pirate</i>	Dath.	90	85%	570-850	1864	13.3k-16.3k	65	65	50	75	75	70	70	65
<i>Sith Shadow taskmaster</i>	Dath.	87	75%	620-950	8315	12.4k-15.2k	70	70	70	70	70	70	70	70
<i>Sith Shadow thug</i>	Dath.	51	47%	395-500	5007	9.7k-11.9k	45	45	45	45	45	45	45	45
<i>Sith Shadow thug</i>	Dath.	127	400%	770-1250	2503	44.3k-54.3k	75	85	80	65	80	80	80	80
<i>Sivarra Mechaux</i>	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
<i>Skaak Tipper bandit</i>	Naboo	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>Skaak Tipper crook</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Skaak Tipper mugger</i>	Naboo	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Skaak Tipper prowler</i>	Naboo	5	25%	45-50	85	135-165	0	0	0	0	0	0	0	-1
<i>Skaak Tipper swindler</i>	Naboo	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>skilled Gandula worker</i>	Endor	37	42%	330-370	3642	9k-11k	0	0	0	0	0	0	0	0
<i>skilled Jinda worker</i>	Endor	29	39%	290-300	2914	8.4k-10.2k	-1	50	-1	0	0	70	0	-1
<i>skilled Panshee worker</i>	Endor	36	42%	325-360	3551	8.9k-10.9k	0	0	0	0	0	0	0	0
<i>Skinkner</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>slave</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>slavemaster</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>slaver</i>	Tatoo.	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
<i>Sleemo delinquent</i>	Talus	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Sleemo hoodlum</i>	Talus	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Sleemo punk</i>	Talus	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Sleemo scamp</i>	Talus	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Sleemo vandal</i>	Talus	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i> slicer</i>	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i> slicer (M)</i>	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Slicer Jabba</i>	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
<i>Slaoni Jang</i>	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>smashball bully</i>	Corel.	7	26%	70-75	187	180-220	0	0	0	0	0	0	0	-1
<i>smashball degenerate</i>	Corel.	9	27%	90-110	292	405-495	0	0	0	0	0	0	0	-1
<i>smashball thug</i>	Corel.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>smuggler</i>	all	14	30%	150-160	714	2k-3k	0	0	0	0	0	0	0	-1
<i>Smuggler trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Salcar Dienbel</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>spacer</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>SpecForce heavy weapons specialist</i>	all	18	32%	180-190	1426	4.1k-5k	0	0	0	0	0	0	0	-1
<i>SpecForce infiltrator</i>	all	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	-1
<i>SpecForce interrogator</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>SpecForce Lieutenant</i>	all	23	35%	220-230	2443	6.3k-7.7k	15	15	0	0	0	-1	0	-1
<i>SpecForce Major</i>	all	26	36%	250-260	2730	7.7k-9.4k	0	25	0	0	-1	0	-1	-1
<i>SpecForce marine</i>	all	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	-1

NPCs: Singing Mountain clan sentry — SpecForce marine

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Singing Mountain clan sentry</i>	Mtn. Clan (")	Mixed force weapons	Aggro
<i>Singing Mountain clan slave</i>	Mtn. Clan (")		Aggro
<i>Singular Nak</i>	Townsperson	Rebel weapons (light)	Pack
<i>Sirad Far</i>	Jabba (")		
<i>Sith Shadow commander</i>	Sith Shadow (")	Pirate weapons (heavy)	Killer; Pack: Aggro; Can't be harmed
<i>Sith Shadow mercenary</i>	Sith Shadow (")	Pirate weapons (heavy)	Killer; Pack: Aggro
<i>Sith Shadow mercenary</i>	Sith Shadow (s.s. non-aggro)	Pirate weapons (heavy)	Killer; Pack
<i>Sith Shadow outlaw</i>	Sith Shadow (")	Pirate weapons (heavy)	Killer; Pack: Aggro
<i>Sith Shadow outlaw</i>	Sith Shadow (")	Pirate weapons (light)	Killer; Pack: Aggro
<i>Sith Shadow outlaw</i>	Sith Shadow (s.s. non-aggro)	Pirate weapons (heavy)	Killer; Pack
<i>Sith Shadow pirate</i>	Sith Shadow (")	Pirate weapons (heavy)	Killer; Pack: Aggro
<i>Sith Shadow pirate</i>	Sith Shadow (s.s. non-aggro)	Pirate weapons (heavy)	Killer; Pack
<i>Sith Shadow taskmaster</i>	Sith Shadow (")	Pirate weapons (heavy)	Killer; Pack: Aggro; Healer
<i>Sith Shadow thug</i>	Sith Shadow (")	Pirate weapons (heavy)	Killer; Pack: Aggro
<i>Sith Shadow thug</i>	Sith Shadow (s.s. non-aggro)	Pirate weapons (heavy)	Killer; Pack
<i>Sivarra Mechaux</i>	Force Sensitive villager (")	Rebel weapons (heavy)	Can't be harmed, Healer; Offers missions
<i>Skaak Tipper bandit</i>	Sk.Tip. Gang (Thug)	Pirate weapons (light)	Herd
<i>Skaak Tipper crook</i>	Sk.Tip. Gang (Thug)	Pirate weapons (light)	Stalker; Pack
<i>Skaak Tipper mugger</i>	Sk.Tip. Gang (Thug)	Pirate weapons (light)	
<i>Skaak Tipper prowler</i>	Sk.Tip. Gang (Thug)	Pirate weapons (light)	
<i>Skaak Tipper swindler</i>	Sk.Tip. Gang (Thug)	Pirate weapons (medium)	Stalker; Pack; Herd
<i>skilled Gondula worker</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>skilled Jinda worker</i>	Jinda Tribe (")	none	Pack
<i>skilled Panshee worker</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Skinkner</i>	Townsperson	Rebel weapons (light)	Pack
<i>slave</i>	Townsperson (")	Rebel weapons (light)	
<i>slavemaster</i>	Slaver	Pirate weapons (light)	
<i>slaver</i>	Slaver	Pirate weapons (light)	Pack
<i>Sleemo delinquent</i>	Sleemo Gang	Pirate weapons (light)	Pack; Herd
<i>Sleemo hoodlum</i>	Sleemo Gang	Pirate weapons (light)	Herd
<i>Sleemo punk</i>	Sleemo Gang	Pirate weapons (light)	Stalker; Herd
<i>Sleemo scamp</i>	Sleemo Gang	Pirate weapons (light)	Pack; Herd
<i>Sleemo vandal</i>	Sleemo Gang	Pirate weapons (medium)	Pack; Herd
<i> slicer</i>	Thug (")	Pirate weapons (light)	Stalker
<i> slicer (M)</i>	Thug (")	Pirate weapons (light)	Stalker
<i>Slicer Jabba</i>	Jabba (")	Pirate weapons (light)	Stalker
<i>Slooni Jong</i>	Townsperson	Rebel weapons (light)	Pack
<i>smashball bully</i>	Smashball (")	Pirate weapons (medium)	Pack
<i>smashball degenerate</i>	Smashball (")	Pirate weapons (heavy)	Pack
<i>smashball thug</i>	Smashball (")	Pirate weapons (light)	Pack
<i>smuggler</i>	Thug (")	Pirate weapons (medium)	Killer
<i>Smuggler trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Solcar Dienbel</i>	Townsperson (")		Pack; Can't be harmed
<i>spacer</i>	Thug (")	Pirate weapons (light)	Pack
<i>SpecForce heavy weapons specialist</i>	Rebel (")	Imperial weapons (medium)	Killer; Pack
<i>SpecForce infiltrator</i>	Rebel (")	Imperial weapons (medium)	Killer; Stalker; Pack
<i>SpecForce interrogator</i>	Rebel (")	Rebel weapons (medium)	Pack
<i>SpecForce Lieutenant</i>	Rebel (")	Imperial weapons (heavy)	Killer; Pack
<i>SpecForce Major</i>	Rebel (")	Imperial weapons (heavy)	Killer; Pack
<i>SpecForce marine</i>	Rebel (")	Imperial weapons (medium)	Killer; Stalker; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>SpecForce Master Sergeant</i>	all	22	35%	210-220	2219	5.9k-7.2k	0	0	0	0	0	0	0	-1
<i>SpecForce procurement specialist</i>	all	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>SpecForce technician</i>	all	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
<i>SpecForce wilderness operative</i>	all	18	32%	170-180	1426	4.1k-5k	0	0	0	0	0	0	0	-1
<i>special missions engineer</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>specialist noncom</i>	all	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>SpecOps agent</i>	all	24	35%	230-240	2543	6.8k-8.3k	15	15	0	0	0	-1	0	-1
<i>SpecOps Alliance free agent</i>	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	0	-1	0	-1	-1
<i>SpecOps trooper</i>	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>Spice Collective courier</i>	Rori	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Spice Collective elite guard</i>	Rori	25	35%	230-240	2637	6.8k-8.3k	20	40	0	-1	-1	-1	-1	-1
<i>Spice Collective foreman</i>	Rori	18	32%	170-180	1257	4.1k-5k	0	0	0	0	0	0	0	-1
<i>Spice Collective heavy guard</i>	Rori	22	34%	200-210	2219	5.4k-6.6k	0	30	0	0	-1	0	-1	-1
<i>Spice Collective miner</i>	Rori	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Spice Collective sentry</i>	Rori	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>Spice Collective workchief</i>	Rori	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>spice fiend</i>	Tatoo.	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>spice fiend</i>	Tatoo.	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>Spiderclan acolyte</i>	Dath.	64	50%	445-600	6196	11k-14k	35	85	100	50	100	100	50	100
<i>Spiderclan auspex</i>	Dath.	107	100%	645-1000	10174	24k-30k	55	100	100	75	100	100	90	55
<i>Spiderclan crawler</i>	Dath.	85	75%	555-820	8130	12k-15k	0	100	100	0	100	100	100	100
<i>Spiderclan elder</i>	Dath.	277	2725%	1520-2750	26555	321k-392k	80	100	85	80	100	100	90	100
<i>Spiderclan protector</i>	Dath.	131	475%	770-1250	12424	50k-61k	45	95	100	65	100	100	55	100
<i>Spiderclan sentinel</i>	Dath.	92	80%	545-800	8778	21k-26k	55	100	45	60	100	100	0	100
<i>Spiderclan sentry</i>	Dath.	27	33%	190-200	2730	5k-6.1k	60	50	0	0	0	0	0	-1
<i>Spiderclan stalker</i>	Dath.	100	85%	620-950	9522	20k-25k	90	100	100	0	100	100	0	0
<i>Spiderclan web dancer</i>	Dath.	87	75%	520-750	8315	12k-15k	100	95	100	65	100	0	90	100
<i>spooky Donkuwah spiritmaster</i>	Endor	26	36%	260-270	2730	6.3k-7.7k	25	15	0	50	50	-1	0	-1
<i>spooky Korga spiritmaster</i>	Endor	50	50%	395-500	4916	10k-12k	30	30	0	70	70	-1	-1	0
<i>spooky Pubam spiritmaster</i>	Endor	35	41%	355-420	3551	8.2k-10k	0	0	0	40	40	40	40	-1
<i>SpyNet operative</i>	all	17	32%	160-170	1257	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>SpyNet operative</i>	all	17	32%	160-170	1257	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>Squad Leader trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>squatter</i>	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>squatter</i>	Tatoo.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Stella</i>	Tatoo.	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	0
<i>Stoos Olko</i>	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Storm Commando</i>	all	29	38%	300-310	3005	8.1k-9.9k	0	0	0	30	-1	30	-1	-1
<i>stormtrooper</i>	Dant.	26	36%	240-250	2730	7.2k-8.8k	20	20	40	0	0	0	0	-1
<i>Stormtrooper</i>	all	25	36%	240-250	2637	7.2k-8.8k	0	0	40	0	0	0	0	-1
<i>Stormtrooper Black Hole</i>	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	-1	30	-1	30	-1
<i>Stormtrooper Black Hole Squad Leader</i>	all	29	38%	280-290	3005	8.3k-10.1k	0	0	0	-1	30	-1	30	-1
<i>Stormtrooper bombardier</i>	all	25	36%	270-280	2637	5.9k-7.2k	0	0	40	0	0	0	0	-1
<i>Stormtrooper Captain</i>	all	29	38%	280-290	3005	8.3k-10.1k	0	0	0	-1	30	-1	30	-1
<i>Stormtrooper Commando</i>	all	29	38%	280-290	3005	8.3k-10.1k	0	0	0	30	-1	30	-1	-1
<i>Stormtrooper Major</i>	all	32	40%	305-320	3279	8.6k-10.5k	0	0	0	-1	30	-1	30	-1
<i>Stormtrooper medic</i>	all	25	36%	240-250	2637	7.2k-8.8k	0	0	40	0	0	0	0	-1
<i>Stormtrooper rifleman</i>	all	25	36%	240-250	2637	7.2k-8.8k	0	0	40	0	0	0	0	-1
<i>Stormtrooper sniper</i>	all	25	36%	250-260	2637	6.8k-8.3k	0	0	40	0	0	0	0	-1
<i>Stormtrooper Squad Leader</i>	all	27	37%	260-270	2822	8.1k-9.9k	0	0	0	-1	30	-1	30	-1

NPCs: SpecForce Master Sergeant— Stormtrooper Squad Leader

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>SpecForce Master Sergeant</i>	Rebel ("")	Imperial weapons (heavy)	Killer; Pack
<i>SpecForce procurement specialist</i>	Rebel ("")	Imperial weapons (light)	Pack
<i>SpecForce technician</i>	Rebel ("")	Imperial weapons (medium)	Pack
<i>SpecForce wilderness operative</i>	Rebel ("")	Imperial weapons (medium)	Killer; Pack; Healer
<i>special missions engineer</i>	Imperial ("")	Imperial weapons (medium)	Pack
<i>specialist noncom</i>	Imperial ("")	Imperial weapons (light)	Pack
<i>SpecOps agent</i>	Rebel ("")	Imperial weapons (heavy)	Killer; Pack
<i>SpecOps Alliance free agent</i>	Rebel ("")	Imperial weapons (heavy)	Killer; Pack
<i>SpecOps trooper</i>	Rebel ("")	Imperial weapons (medium)	Stalker; Pack
<i>Spice Collective courier</i>	Spice Collect. ("")	Pirate weapons (medium)	Pack
<i>Spice Collective elite guard</i>	Spice Collect. ("")	Pirate weapons (heavy)	Killer; Pack; Herd
<i>Spice Collective foreman</i>	Spice Collect. ("")	Ranged weapons	Pack; Herd
<i>Spice Collective heavy guard</i>	Spice Collect. ("")	Pirate weapons (heavy)	Killer; Pack; Herd
<i>Spice Collective miner</i>	Spice Collect. ("")	Pirate weapons (medium)	Pack; Herd
<i>Spice Collective sentry</i>	Spice Collect. ("")	Pirate weapons (medium)	Pack; Herd
<i>Spice Collective workchief</i>	Spice Collect. ("")	Ranged weapons	Pack; Herd
<i>spice fiend</i>	Thug ("")	Pirate weapons (light)	Stalker
<i>spice fiend</i>	Thug ("")	Pirate weapons (light)	Stalker
<i>Spiderclan acolyte</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Spiderclan auspex</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Spiderclan crawler</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Spiderclan elder</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Pack; Aggro; Healer
<i>Spiderclan protector</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Spiderclan sentinel</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Pack; Aggro
<i>Spiderclan sentry</i>	Sp. Nightsister ("")	Mixed force weapons	Pack; Aggro
<i>Spiderclan stalker</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Stalker; Pack; Aggro
<i>Spiderclan web dancer</i>	Sp. Nightsister ("")	Mixed force weapons	Killer; Pack; Aggro
<i>spooky Donkuwah spiritmaster</i>	Donkuwah Tr. ("")	none	Killer; Pack; Aggro
<i>spooky Korga spiritmaster</i>	Korga Tribe ("")	none	Killer; Pack; Aggro
<i>spooky Pubam spiritmaster</i>	Pubam ("")	none	Killer; Pack; Aggro
<i>SpyNet operative</i>	Spynet	Rebel weapons (heavy)	Killer; Pack
<i>SpyNet operative</i>	Spynet	Rebel weapons (heavy)	Killer; Pack
<i>Squad Leader trainer</i>	Townsperson ("")		Pack; Can't be harmed
<i>squatter</i>	Townsperson ("")	Rebel weapons (light)	
<i>squatter</i>	Townsperson ("")	Rebel weapons (light)	
<i>Stella</i>	Townsperson ("")	Pirate weapons (light)	Killer; Pack; Aggro
<i>Stoos Olko</i>	Townsperson	Rebel weapons (light)	Pack
<i>Storm Commando</i>	Imperial ("")	Stormtrooper weapons	Killer; Stalker; Pack
<i>stormtrooper</i>	Warren Imp. ("")	Stormtrooper weapons	Killer; Pack; Aggro
<i>Stormtrooper</i>	Imperial ("")	Stormtrooper weapons	Killer; Pack
<i>Stormtrooper Black Hole</i>	Imperial ("")	Stormtrooper weapons	Killer; Pack
<i>Stormtrooper Black Hole Squad Leader</i>	Imperial ("")	Stormtrooper weapons	Killer; Pack
<i>Stormtrooper bombardier</i>	Imperial ("")	ST bombardier weapons	Killer; Pack
<i>Stormtrooper Captain</i>	Imperial ("")	Stormtrooper weapons	Killer; Pack
<i>Stormtrooper Commando</i>	Imperial ("")	Stormtrooper weapons	Killer; Stalker; Pack
<i>Stormtrooper Major</i>	Imperial ("")	Stormtrooper weapons	Killer; Pack
<i>Stormtrooper medic</i>	Imperial ("")	Stormtrooper weapons	Killer; Pack; Healer
<i>Stormtrooper rifleman</i>	Imperial ("")	ST rifleman weapons	Killer; Pack
<i>Stormtrooper sniper</i>	Imperial ("")	ST sniper weapons	Killer; Pack
<i>Stormtrooper Squad Leader</i>	Imperial ("")	Stormtrooper weapons	Killer; Pack

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>stranded Imperial officer</i>	Yavin4	26	36%	250-260	2730	7.7k-9.4k	0	20	0	-1	30	-1	30	-1
<i>stranded Imperial pilot</i>	Yavin4	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
<i>stranded Imperial soldier</i>	Yavin4	24	35%	230-240	2543	6.8k-8.3k	15	15	0	0	0	-1	0	-1
<i>stranded Rebel officer</i>	Yavin4	26	36%	250-260	2730	7.7k-9.4k	0	20	0	30	-1	30	-1	-1
<i>stranded Rebel pilot</i>	Yavin4	20	33%	190-200	1803	5k-6.1k	0	0	0	0	0	0	0	-1
<i>stranded Rebel scout</i>	Dant.	22	33%	190-200	2219	5k-6.1k	15	25	0	40	-1	40	-1	-1
<i>stranded Rebel soldier</i>	Yavin4	24	35%	230-240	2543	6.8k-8.3k	15	15	0	0	0	-1	0	-1
<i>strong mercenary</i>	Lok	36	42%	325-360	3642	8.9k-10.9k	40	35	0	-1	0	0	-1	-1
<i>Sulfur Lake Pirate</i>	Lok	12	29%	130-140	514	1.2k-1.4k	0	0	0	35	25	-1	50	-1
<i>Sulfur Lake Pirate Armsman</i>	all	13	30%	140-150	714	1.5k-1.9k	0	0	0	35	25	-1	50	-1
<i>Sulfur Lake Pirate Crewman</i>	all	6	25%	50-55	147	180-220	0	0	0	0	0	-1	35	-1
<i>Sulfur Lake Pirate Cutthroat</i>	all	8	27%	70-75	292	405-495	0	0	0	0	0	-1	50	-1
<i>Sulfur Lake Pirate Initiate</i>	all	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
<i>Sulfur Lake Pirate Lieutenant</i>	all	10	28%	90-110	430	810-990	0	0	0	0	0	-1	50	-1
<i>Sullustan male</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Surlin Rolei</i>	Naboo	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>swamp rat</i>	Naboo	10	27%	90-110	430	675-825	0	0	0	0	0	0	10	-1
<i>Swamp Trooper</i>	Naboo	25	36%	240-250	2637	7.2k-8.8k	0	0	40	-1	-1	-1	100	-1
<i>Swamp Trooper</i>	Naboo	25	36%	240-250	2637	7.2k-8.8k	0	0	40	0	0	0	20	-1
<i>swamp villager</i>	Naboo	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>swooper</i>	Corel.	8	27%	70-75	187	405-495	0	0	0	0	0	0	0	-1
<i>swooper</i>	Tatoo.	2	21%	35-40	45	68-83	0	0	0	0	0	0	0	-1
<i>swooper gangmember</i>	Corel.	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
<i>swooper leader</i>	Tatoo.	2	21%	35-40	45	68-83	0	0	0	0	0	0	0	-1
<i>swooper leader</i>	Corel.	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	0
<i>Swordsman trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Sy Snootles</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Tactical Officer</i>	all	25	36%	240-250	2443	7.2k-8.8k	0	0	0	0	0	0	0	0
<i>Tactical Officer</i>	all	25	36%	240-250	2443	7.2k-8.8k	0	0	0	0	0	0	0	0
<i>Tailor trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>tainted Donkuwah dark shaman</i>	Endor	45	48%	375-460	4461	9.8k-12k	15	25	0	50	50	-1	0	-1
<i>tainted Korga dark shaman</i>	Endor	24	35%	220-230	2543	6.3k-7.7k	20	20	0	50	50	-1	0	-1
<i>tainted Pubam dark shaman</i>	Endor	35	41%	355-420	3551	8.2k-10k	0	0	0	40	40	40	40	-1
<i>Talan Karrde</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Talus Liberation Party activist</i>	Talus	21	34%	200-210	1803	5.4k-6.6k	0	25	0	-1	0	-1	-1	-1
<i>Talus Liberation Party fanatic</i>	Talus	17	32%	170-180	1102	2.4k-3k	0	0	0	0	0	0	0	-1
<i>Talus Liberation Party loyalist</i>	Talus	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Talus Liberation Party partisan</i>	Talus	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Talus Liberation Party patriot</i>	Talus	14	30%	150-160	714	2k-2.4k	0	0	0	0	0	0	0	-1
<i>Talus Liberation Party reactionist</i>	Talus	19	33%	180-190	1426	4.5k-5.5k	0	0	0	0	0	0	0	-1
<i>Talus Liberation Party volunteer</i>	Talus	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Tamvar Senzen</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Tatooine militiaman</i>	Tatoo.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>technician</i>	all	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>technician</i>	all	34	41%	320-350	3279	8.8k-10.8k	0	0	0	0	0	0	0	-1
<i>Tekil Barje</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Teras Kasi Artist trainer</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Teras Kasi master</i>	all	22	33%	190-200	1803	5k-6.1k	40	0	0	0	0	0	-1	-1
<i>Teras Kasi Master</i>	all	21	33%	210-220	1609	2.9k-3.5k	40	0	0	0	0	0	-1	-1
<i>Teraud loyalist</i>	Dant.	34	41%	315-340	3460	8.7k-10.7k	25	25	0	-1	0	0	0	-1

NPCs: stranded Imperial officer — Teraud loyalist

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>stranded Imperial officer</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>stranded Imperial pilot</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>stranded Imperial soldier</i>	Imperial (")	Imperial weapons (medium)	Killer; Pack
<i>stranded Rebel officer</i>	Rebel (")	Rebel weapons (heavy)	Killer; Pack
<i>stranded Rebel pilot</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>stranded Rebel scout</i>	Rebel (")	Rebel weapons (heavy)	Killer; Stalker; Pack
<i>stranded Rebel soldier</i>	Rebel (")	Rebel weapons (medium)	Killer; Pack
<i>strong mercenary</i>	Lok Merc (")	Rebel weapons (heavy)	Killer; Stalker; Pack; Aggro
<i>Sulfur Lake Pirate</i>	Pirate (")	Pirate weapons (heavy)	Pack; Aggro
<i>Sulfur Lake Pirate Armsman</i>	Pirate	Ranged weapons	Killer; Pack; Aggro
<i>Sulfur Lake Pirate Crewman</i>	Pirate	Pirate weapons (light)	Pack; Aggro
<i>Sulfur Lake Pirate Cutthroat</i>	Pirate	Pirate weapons (light)	Killer; Stalker; Pack; Aggro
<i>Sulfur Lake Pirate Initiate</i>	Pirate	Pirate weapons (light)	Stalker; Pack; Aggro
<i>Sulfur Lake Pirate Lieutenant</i>	Pirate	Ranged weapons	Killer; Pack; Aggro
<i>Sullustan male</i>	Townsperson		Pack; Can't be harmed; Offers missions
<i>Surlin Rolei</i>	RSF (")		Killer; Pack
<i>swamp rat</i>	self (")	Pirate weapons (medium)	Killer; Stalker; Pack; Aggro
<i>Swamp Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>Swamp Trooper</i>	Imperial (")	Stormtrooper weapons	Killer; Pack
<i>swamp villager</i>	Swamp Villager	Pirate weapons (medium)	Pack
<i>swooper</i>	Swoop (Cor. Sw.)	Pirate weapons (light)	
<i>swooper</i>	Swoop (")	Pirate weapons (light)	Stalker; Pack
<i>swooper gangmember</i>	Swoop (Cor. Sw.)	Pirate weapons (light)	Stalker
<i>swooper leader</i>	Swoop (")	Pirate weapons (light)	Stalker; Pack
<i>swooper leader</i>	Swoop (Cor. Sw.)	Pirate weapons (medium)	
<i>Swordsman trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Sy Snootles</i>	Jabba (")		Pack; Can't be harmed
<i>Tactical Officer</i>	Imperial (")	Imperial weapons (heavy)	Can't be harmed
<i>Tactical Officer</i>	Rebel (")	Rebel weapons (heavy)	Can't be harmed
<i>Tailor trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>tainted Donkuwah dark shaman</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro; Healer
<i>tainted Korga dark shaman</i>	Korga Tribe (")	none	Killer; Pack; Aggro; Healer
<i>tainted Pubam dark shaman</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Talon Karrde</i>	Townsperson	Rebel weapons (light)	Pack
<i>Talus Liberation Party activist</i>	Liberat. Party (")	Pirate weapons (heavy)	Pack; Herd; Offers missions
<i>Talus Liberation Party fanatic</i>	Liberat. Party (")	Pirate weapons (medium)	Pack; Herd
<i>Talus Liberation Party loyalist</i>	Liberat. Party (")	Pirate weapons (light)	Pack; Herd
<i>Talus Liberation Party partisan</i>	Liberat. Party (")	Ranged weapons	Pack; Herd
<i>Talus Liberation Party patriot</i>	Liberat. Party (")	Pirate weapons (light)	Pack; Herd
<i>Talus Liberation Party reactionist</i>	Liberat. Party (")	Ranged weapons	Pack; Herd
<i>Talus Liberation Party volunteer</i>	Liberat. Party (")	Pirate weapons (light)	Pack; Herd
<i>Tamvar Senzen</i>	Townsperson (")		Pack; Can't be harmed
<i>Tatooine militiaman</i>	Townsperson (")	Rebel weapons (light)	Pack
<i>technician</i>	Townsperson (")	Rebel weapons (light)	Pack; Offers missions
<i>technician</i>	Death Watch (")	Rebel weapons (light)	Offers missions
<i>Tekil Barje</i>	Townsperson		Pack; Can't be harmed
<i>Teras Kasi Artist trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>Teras Kasi master</i>	Townsperson (")		
<i>Teras Kasi Master</i>	Townsperson (")		
<i>Teraud loyalist</i>	Warren Teraud (")	Pirate weapons (medium)	Killer, Pack, Aggro

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Teraud loyalist commander</i>	Dant.	44	47%	370-450	4370	9.7k-11.9k	0	0	0	-1	0	0	-1	0
<i>Teraud loyalist cyborg</i>	Dant.	38	43%	335-380	3824	9.1k-11.1k	40	50	0	-1	-1	-1	-1	-1
<i>terrorist</i>	a	17	32%	180-190	1102	2.4k-3k	0	0	0	0	0	0	0	-1
<i>Thale dustrunner</i>	Corel.	100	100%	645-1000	9336	24k-30k	0	0	0	0	0	0	0	0
<i>the Mos Taike mayor</i>	Tatoo.	21	33%	190-200	2006	5.9k-7.2k	20	20	-1	0	0	-1	0	-1
<i>theater manager</i>		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>thief</i>	all	12	29%	130-140	430	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>thief</i>	Tatoo.	10	28%	90-110	292	810-990	0	0	0	0	0	0	0	-1
<i>Thracken Sal Solo</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Thrawn</i>	Naboo	26	36%	250-260	2730	7.7k-9.4k	20	20	0	50	-1	-1	-1	0
<i>thug</i>	all	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Tiem Rutnar</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>taugh Dathomir prisoner</i>	all	27	37%	260-270	2637	8.1k-9.9k	0	0	0	0	0	0	0	-1
<i>Tough Thug Aqualish Male</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Tough Thug Bothan Female</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Tough Thug Male Rodian</i>	all	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Tough Wookiee Brawler</i>	all	14	30%	150-160	609	2k-2.4k	0	0	0	0	0	0	0	0
<i>Tour Aryn</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Trade Federation avenger</i>	Naboo	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>Trade Federation avenger</i>	Naboo	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>Trade Federation loyalist</i>	Naboo	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	0
<i>trade federation pirate</i>	Naboo	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Trade Federation zealot</i>	Naboo	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	-1
<i>Trailblazer</i>	all	14	30%	140-150	714	1.5k-1.9k	15	15	0	0	0	0	0	-1
<i>Trandoshan Sif 02</i>	Talus	43	46%	360-430	4279	9.5k-11.7k	0	0	0	0	0	0	0	0
<i>Trandosian slavemaster</i>	Tatoo.	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Trandosian slavemaster</i>	Tatoo.	7	26%	55-65	187	270-330	0	0	0	0	0	0	0	-1
<i>Trandosian slaver</i>	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Trandosian slaver</i>	Tatoo.	5	25%	45-50	113	135-165	0	0	0	0	0	0	0	-1
<i>Traveller</i>	all	4	24%	40-45	85	113-138	0	0	0	0	0	0	0	-1
<i>tricky Dankuwah scout</i>	Endor	31	39%	300-310	3188	8.5k-10.3k	0	40	-1	0	0	-1	0	-1
<i>tricky Korga scout</i>	Endor	41	45%	350-410	4097	9.4k-11.4k	35	0	0	75	75	-1	0	-1
<i>tricky Pubam scout</i>	Endor	50	55%	420-550	4916	11k-13k	-1	35	0	0	0	-1	0	0
<i>tusk cat rider</i>	Naboo	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>Tusken avenger</i>	Tatoo.	48	49%	385-480	4734	10k-12.2k	40	10	0	50	-1	30	-1	-1
<i>Tusken berserker</i>	Tatoo.	41	45%	350-410	4097	9.4k-11.4k	45	45	0	30	-1	30	-1	-1
<i>Tusken blood champion</i>	Tatoo.	43	46%	360-430	4279	9.5k-11.7k	50	40	0	30	-1	30	-1	-1
<i>Tusken brute</i>	Tatoo.	34	41%	315-340	3460	8.7k-10.7k	40	0	0	30	-1	30	-1	-1
<i>Tusken captain</i>	Tatoo.	40	44%	345-400	4006	9.3k-11.3k	0	0	0	40	-1	40	0	0
<i>Tusken carnage champion</i>	Tatoo.	116	385%	750-1210	11015	43k-53k	65	40	0	30	-1	30	-1	-1
<i>Tusken chief</i>	Tatoo.	43	46%	365-440	4279	9.6k-11.8k	45	0	0	60	-1	40	-1	-1
<i>Tusken commoner</i>	Tatoo.	16	31%	170-180	960	2.9k-3.5k	0	0	0	0	0	0	0	0
<i>Tusken death hunter</i>	Tatoo.	50	50%	395-500	4916	10k-12k	0	0	0	0	0	0	0	0
<i>Tusken elite guard</i>	Tatoo.	44	46%	365-440	4370	9.6k-11.8k	0	0	0	0	0	0	0	0
<i>Tusken Executioner</i>	Tatoo.	263	2350%	1645-3000	25167	261k-320k	85	80	35	100	0	30	45	80
<i>Tusken fighter</i>	Tatoo.	26	36%	250-260	2730	7.7k-9.4k	20	20	0	30	-1	30	-1	-1
<i>Tusken flesh hunter</i>	Tatoo.	31	39%	300-310	3188	8.5k-10.3k	0	0	0	0	0	0	0	0
<i>Tusken gore chief</i>	Tatoo.	51	51%	400-510	5007	10k-13k	30	30	0	30	-1	30	0	0
<i>Tusken guard</i>	Tatoo.	26	36%	240-250	2730	7.2k-8.8k	20	20	0	50	-1	50	-1	-1

NPCs: Teraud loyalist commander — Tusken guard

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Teraud loyalist commander</i>	Warren Teraud (")	Pirate weapons (heavy)	Killer; Pack; Aggro
<i>Teraud loyalist cyborg terrorist</i>	Warren Teraud (")	Pirate weapons (medium)	Killer; Pack; Aggro
<i>Thale dustrunner</i>	Thug (")	Pirate weapons (heavy)	Pack
<i>the Mos Taike mayor</i>	Corsec	Rebel weapons (light)	Herd
<i>theater manager</i>	Townsperson (")	Pirate weapons (light)	Killer; Pack; Aggro
<i>thief</i>	Townsperson (")		Pack; Can't be harmed
<i>thief</i>	Thug (")	Pirate weapons (medium)	
<i>Thracken Sal Solo</i>	Thug (")	Rebel weapons (light)	
<i>Thrawn</i>	Townsperson	Rebel weapons (light)	Pack
<i>thug</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack; Can't be harmed
<i>Tiem Rutnar</i>	Thug (")	Pirate weapons (light)	Pack
<i>tough Dathomir prisoner</i>	Townsperson (")	Rebel weapons (light)	Offers missions
<i>Tough Thug Aqualish Male</i>	Prisoner	none	
<i>Tough Thug Bothan Female</i>	Thug (")	Pirate weapons (medium)	Pack
<i>Tough Thug Male Rodian</i>	Thug (")	Pirate weapons (medium)	Pack
<i>Tough Wookiee Brawler</i>	Thug (")	Pirate weapons (medium)	Pack
<i>Tour Aryon</i>	Mercenary	Pirate weapons (medium)	
<i>Trade Federation avenger</i>	Townsperson		Pack; Can't be harmed
<i>Trade Federation avenger</i>	Trade Federat. (")	Pirate weapons (medium)	Stalker; Pack; Aggro
<i>Trade Federation loyalist</i>	Trade Federat. (")	Rebel weapons (medium)	Stalker; Pack; Aggro
<i>trade federation pirate</i>	Trade Federat. (")	Pirate weapons (light)	Pack; Aggro
<i>Trade Federation zealot</i>	Trade Federat. (")	Pirate weapons (light)	Pack; Aggro
<i>Trailblazer</i>	Trade Federat. (")	Pirate weapons (medium)	Pack; Aggro
<i>Trandoshan Sif 02</i>	Wilder	Rebel weapons (medium)	Pack
<i>Trandoshian slavemaster</i>	Sif (")	Sif weapons	Killer; Stalker; Pack; Aggro
<i>Trandoshian slavemaster</i>	Slaver	Pirate weapons (medium)	Pack
<i>Trandoshian slaver</i>	Slaver	Pirate weapons (medium)	Pack
<i>Trandoshian slaver</i>	Slaver	Pirate weapons (light)	Pack
<i>Trandoshian slaver</i>	Slaver	Pirate weapons (light)	Pack
<i>Traveller</i>	Slaver	Pirate weapons (light)	Pack
<i>tricky Donkuwah scout</i>	Wilder	Rebel weapons (medium)	Stalker; Pack; Offers missions
<i>tricky Korga scout</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>tricky Pubam scout</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>tusk cat rider</i>	Pubam (")	none	Killer; Pack; Aggro
<i>Tusken avenger</i>	Naboo (")	Rebel weapons (medium)	Pack
<i>Tusken berserker</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken blood champion</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken brute</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken captain</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken carnage chompion</i>	Tusken Raider (")	Tusken weapons	Killer; Pack; Herd; Aggro
<i>Tusken chief</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken commoner</i>	Tusken Raider (")	Tusken weapons	Pack; Aggro
<i>Tusken death hunter</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken elite guard</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken Executioner</i>	Tusken Raider (")	Tusken weapons	Killer; Pack; Aggro; Stun attack; Area attack (knockdown)
<i>Tusken fighter</i>	Tusken Raider (")	Tusken weapons	Killer; Pack; Aggro
<i>Tusken flesh hunter</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken gore chief</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken guard</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
<i>Tusken king</i>	Tatoo.	100	100%	645-1000	9522	24k-30k	0	0	0	50	-1	50	-1	0
<i>Tusken King</i>	Tatoo.	100	100%	645-1000	9522	24k-30k	45	35	0	80	-1	50	0	0
<i>Tusken Observer</i>	Tatoo.	227	1975%	1270-2250	21630	208k-254k	85	85	35	100	0	30	45	80
<i>Tusken raid champion</i>	Tatoo.	62	62%	455-620	6013	11k-14k	45	25	0	80	-1	40	-1	0
<i>Tusken raid hunter</i>	Tatoo.	51	51%	400-510	5007	10k-13k	30	30	0	30	-1	30	0	0
<i>Tusken raid leader</i>	Tatoo.	49	49%	390-490	4825	10k-12k	35	25	0	60	-1	30	0	-1
<i>Tusken raider</i>	Tatoo.	19	33%	180-190	1609	4.5k-5.5k	0	0	0	30	-1	30	-1	-1
<i>Tusken savage</i>	Tatoo.	20	33%	190-200	1803	5k-6.1k	35	-1	0	30	-1	30	-1	-1
<i>Tusken sniper</i>	Tatoo.	22	35%	210-220	2219	5.9k-7.2k	0	0	0	30	-1	30	-1	-1
<i>Tusken torture lord</i>	Tatoo.	57	57%	430-570	5555	11k-13k	50	30	0	60	-1	30	-1	-1
<i>Tusken wanderer</i>	Tatoo.	27	37%	260-270	2822	8.1k-9.9k	0	0	0	30	-1	30	-1	-1
<i>Tusken war master</i>	Tatoo.	53	53%	410-530	5190	10k-13k	20	20	0	50	-1	30	0	0
<i>Tusken warlord</i>	Tatoo.	62	62%	455-620	6013	11k-14k	45	25	0	80	-1	40	-1	0
<i>Tusken warrior</i>	Tatoo.	38	43%	335-380	3824	9.1k-11.1k	45	30	0	30	-1	30	-1	-1
<i>Tusken Witch Doctor</i>	Tatoo.	202	1600%	1145-2000	19201	160k-195k	65	95	35	100	0	30	45	80
<i>Twilek slave</i>	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
<i>twisted Donkuwah scavenger</i>	Endor	27	37%	280-290	2822	8.1k-9.9k	0	5	0	50	50	-1	0	-1
<i>twisted Korga scavenger</i>	Endor	26	35%	250-260	2730	5.9k-7.2k	25	25	0	50	50	-1	0	-1
<i>twisted Pubam scavenger</i>	Endor	34	41%	335-380	3460	8.8k-10.8k	0	0	0	0	0	-1	-1	-1
<i>untrained wielder of the Dark Side</i>	Dant.	65	60%	545-800	6288	11k-14k	30	30	0	0	0	0	0	0
<i>Valarian's assassin</i>	Tatoo.	16	31%	170-180	1102	2.9k-3.5k	0	0	0	0	0	0	0	-1
<i>Valarian's assassin</i>	Tatoo.	16	31%	160-170	1102	2.9k-3.5k	0	0	0	-1	0	0	0	-1
<i>Valarian's compound guard</i>	Tatoo.	12	29%	130-140	609	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Valarian's enforcer</i>	Tatoo.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Valarian's enforcer</i>	Tatoo.	12	29%	130-140	514	1.2k-1.4k	0	0	0	0	0	0	0	-1
<i>Valarian's henchman</i>	Tatoo.	9	27%	80-90	292	675-825	0	0	0	0	0	0	0	-1
<i>Valarian's scout</i>	Tatoo.	9	27%	80-90	235	675-825	0	0	0	0	0	0	0	-1
<i>Valarian's swooper</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Valarian's swooper leader</i>	Tatoo.	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>Valarian's swooper leader</i>	Tatoo.	13	30%	140-150	609	1.5k-1.9k	0	0	0	0	0	0	0	0
<i>Valarian's thief</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Valarian's thug</i>	Tatoo.	11	29%	120-130	430	1k-1.2k	0	0	0	0	0	0	0	-1
<i>Vana Sage</i>	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Vanvi Hotne</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Vardias Tyne</i>	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
<i>Veers</i>	Naboo	25	36%	240-250	2637	7.2k-8.8k	0	20	0	0	0	0	0	-1
<i>vendar</i>	all	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
<i>Venthan Chassu</i>	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>veteran CompForce trooper</i>	all	25	35%	230-240	2637	6.8k-8.3k	20	20	0	0	0	0	0	-1
<i>Vetran Explorer</i>	all	8	27%	70-75	235	405-495	0	0	0	0	0	0	0	-1
<i>Vhaunda</i>	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>vicious Donkuwah battlelord</i>	Endor	51	51%	425-560	5007	10k-12.2k	35	0	0	50	50	-1	0	-1
<i>vicious Korga battlelord</i>	Endor	48	49%	410-530	4734	9.7k-11.9k	25	10	0	50	50	-1	0	-1
<i>vicious Pubam battlelord</i>	Endor	35	41%	320-350	3551	8.8k-10.8k	0	45	0	0	0	-1	-1	-1
<i>Victor Questn Cantina</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Victor Questn Capital</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Victor Questp Hospital</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
<i>Victor Questp Slums</i>	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0

NPCs: Tusken king — Victor Questp Slums

Android/Droid/NPC	Soc. Gp. (PvP Fc)	Weapons	Notes
<i>Tusken king</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken King</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken Observer</i>	Tusken Raider (")	Tusken weapons	Killer; Pack; Aggro; Stun attack; Posture down attack
<i>Tusken raid champion</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken raid hunter</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken raid leader</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken raider</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken savage</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken sniper</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken torture lord</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken wanderer</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken war master</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken warlord</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken warrior</i>	Tusken Raider (")	Tusken weapons	Killer; Stalker; Pack; Aggro
<i>Tusken Witch Doctor</i>	Tusken Raider (")	Tusken weapons	Killer; Pack; Aggro; Stun attack; Poison attack (strong); Healer
<i>Twilek slave</i>	Townsperson (")	Rebel weapons (light)	
<i>twisted Donkuwah scavenger</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>twisted Karga scavenger</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>twisted Pubam scavenger</i>	Pubam (")	none	Killer; Pack; Aggro
<i>untrained wielder of the Dark Side</i>	Remn. Of Kun	Mixed force weapons	Killer; Pack; Aggro
<i>Valarian's assassin</i>	Valarian (")	Pirate weapons (medium)	Killer; Pack
<i>Valarian's assassin</i>	Valarian (")	Pirate weapons (medium)	Killer; Pack
<i>Valarian's compound guard</i>	Valarian (")	Pirate weapons (medium)	Killer; Pack
<i>Valarian's enforcer</i>	Valarian (")	Ranged weapons	Pack
<i>Valarian's enforcer</i>	Valarian (")	Pirate weapons (medium)	Pack
<i>Valarian's henchman</i>	Valarian (")	Pirate weapons (light)	Pack
<i>Valarian's scout</i>	Valarian (")	Pirate weapons (light)	(Herd); (Pack)
<i>Valarian's swooper</i>	Valarian (")	Pirate weapons (light)	(Pack)
<i>Valarian's swooper leader</i>	Valarian (")	Ranged weapons	Pack
<i>Valarian's swooper leader</i>	Valarian (")	Pirate weapons (light)	Pack
<i>Valarian's thief</i>	Valarian (")	Pirate weapons (light)	(Stalker); Pack
<i>Valarian's thug</i>	Valarian (")	Pirate weapons (light)	Pack
<i>Vana Sage</i>	Townsperson (")		Pack; Can't be harmed
<i>Vanvi Hotne</i>	Artist		Pack; Can't be harmed
<i>Vardias Tyne</i>	Townsperson		Pack; Can't be harmed
<i>Veers</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack; Can't be harmed
<i>vendar</i>	Townsperson (")	Rebel weapons (light)	Herd
<i>Venthan Chassu</i>	Townsperson	Rebel weapons (light)	Pack
<i>veteran CompForce trooper</i>	Imperial (")	Imperial weapons (heavy)	Killer; Pack
<i>Vetran Explorer</i>	Wilder	Rebel weapons (medium)	Stalker, Pack, Offers missions
<i>Vhaunda</i>	Townsperson	Rebel weapons (light)	Pack
<i>vicious Donkuwah battlelord</i>	Donkuwah Tr. (")	none	Killer, Pack, Aggro
<i>vicious Karga battlelord</i>	Korga Tribe (")	none	Killer, Pack, Aggro
<i>vicious Pubam battlelord</i>	Pubam (")	none	Killer, Pack, Aggro
<i>Victor Questn Cantina</i>	Townsperson (")		Pack, Can't be harmed
<i>Victor Questn Capital</i>	Townsperson (")		Pack, Can't be harmed
<i>Victor Questp Hospital</i>	Townsperson (")		Pack, Can't be harmed
<i>Victor Questp Slums</i>	Townsperson (")		Pack, Can't be harmed

	Where	Lvl	To Hit	Damage	XP	HAM	Kntc.	Ener.	Blast	Heat	Cold	Elec.	Acid	Stun
Victor Visalis	Tatoo.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
vile Donkuwah battlelord	Endor	34	42%	360-430	3460	8.6k-10.5k	50	-1	0	50	50	-1	0	-1
vile Korga battlelord	Endor	38	43%	375-460	3824	8.8k-10.8k	65	-1	0	50	50	-1	0	-1
villager (Force Sensitive village)	Dath.	4	24%	40-45	62	113-138	0	0	0	0	0	0	0	-1
Vinya Maysor	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
visionary of Lord Nyax	Corel.	31	38%	280-290	3188	8.3k-10.1k	30	45	0	50	-1	-1	50	-1
Vordin Sildor	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Vraker Orde	Yavin4	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Vrir Unglon	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Vurlene	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
wald	Tatoo.	22	33%	190-200	1803	5k-6.1k	20	20	40	0	60	-1	-1	-1
Wallaw Loowobbli	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
wandering desert Marauder	Endor	47	49%	385-480	4643	10k-12.2k	25	20	0	0	-1	0	0	-1
wandering kitonak	Tatoo.	6	25%	50-55	147	180-220	0	0	0	0	0	0	0	-1
Warden Vinzel Haylon	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Warder	all	25	35%	230-240	2637	5.9k-7.2k	30	30	0	-1	0	0	-1	-1
Warehouse captain (COA3)	all	35	41%	320-350	3551	8.8k-10.8k	0	0	0	0	0	0	0	0
Warehouse guard (COA3)	all	25	36%	240-250	2543	7.2k-8.8k	0	0	0	0	0	0	0	0
Warehouse thug (COA3)	all	17	32%	160-170	1102	3.5k-4.3k	0	0	0	0	0	0	0	0
wasteland Marauder	Endor	55	55%	420-550	5373	11k-13k	40	40	0	-1	0	0	-1	0
wastrel	all	6	25%	50-55	113	180-220	0	0	0	0	0	0	0	-1
water bug	Tatoo.	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	-1
weak mercenary	Lok	34	41%	315-340	3460	8.7k-10.7k	30	0	0	0	0	0	-1	-1
Weaponsmith trainer		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
weathered Gondula shaman	Endor	43	45%	350-410	4188	9.4k-11.4k	40	40	0	0	60	60	0	0
weathered Jinda shaman	Endor	35	41%	335-380	3460	8.6k-10.5k	0	0	0	0	0	0	0	0
weathered Panshee shaman	Endor	27	37%	260-270	2730	8.1k-9.9k	30	25	0	-1	0	0	-1	-1
Wedge Antilles		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Weequay captain	Tatoo.	19	33%	180-190	1609	4.5k-5.5k	0	0	15	0	0	0	0	-1
Weequay champion	Tatoo.	12	29%	130-140	609	1.2k-1.4k	0	0	15	0	0	0	0	-1
Weequay soldier	Tatoo.	10	28%	90-110	430	810-990	0	0	5	0	0	0	0	-1
Weequay thug	Tatoo.	9	27%	80-90	356	675-825	0	0	0	0	0	0	0	-1
Weequay zealot	Tatoo.	11	29%	140-150	514	675-825	0	0	15	0	0	0	0	-1
Whip	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
Wilhelm Skrim	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
will of Solitude	Corel.	18	32%	160-170	1257	4.1k-5k	10	10	0	0	0	-1	-1	-1
Windom Starkiller	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
wise Gondula ritualist	Endor	41	44%	345-400	4006	9.3k-11.3k	0	0	0	0	75	75	0	0
wise Jinda ritualist	Endor	35	41%	320-350	3460	8.8k-10.8k	0	0	0	0	0	0	0	0
wise Panshee ritualist	Endor	51	50%	410-530	4916	9.9k-12.1k	20	20	0	60	60	60	60	-1
Wookiee brawler	all	7	26%	55-65	147	270-330	0	0	0	0	0	0	0	0
wounded villager	Dath.	12	29%	130-140	430	1170-1430	0	0	0	0	0	0	0	-1
Wuher	Tatoo.	10	28%	90-110	356	810-990	0	0	0	0	0	0	0	-1
Xaan Talmaron	Dant.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Xalox Guul	Talus	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Xarot Korlin	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Yith Seenath	Yavin4	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Yondallo		100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
young Mos Taike guard	Tatoo.	21	33%	190-200	2006	5.9k-7.2k	20	20	0	-1	0	-1	0	-1
zealot of Lord Nyax	Corel.	25	35%	250-260	2637	4.1k-5k	0	50	-1	40	-1	-1	40	-1

NPCs: Victor Visalis — zealot of Lord Nyax

Android/Droid/NPC	Soc. Gp. (PvP Fact.)	Weapons	Notes
<i>Victor Visalis</i>	Townsperson (")		Pack; Can't be harmed
<i>vile Donkuwah bottlelord</i>	Donkuwah Tr. (")	none	Killer; Pack; Aggro
<i>vile Korga bottlelord</i>	Korga Tribe (")	none	Killer; Pack; Aggro
<i>villager (Force Sensitive village)</i>	Force Sensitive villager (")	Rebel weapons (light)	Can't be harmed
<i>Vinya Maysor</i>	Townsperson	Rebel weapons (light)	Pack
<i>visionary of Lord Nyax</i>	Lord Nyax (")	Ranged weapons	Killer; Pack; Aggro
<i>Vordin Sildor</i>	Townsperson	Rebel weapons (light)	Pack
<i>Vraker Orde</i>	Townsperson	Rebel weapons (light)	Pack
<i>Vrir Unglan</i>	Townsperson (")		Pack; Can't be harmed
<i>Vurlene</i>	Townsperson	Rebel weapons (light)	Pack
<i>wald</i>	Townsperson (")		
<i>Wallaw Loowobbli</i>	Townsperson	Rebel weapons (light)	Pack
<i>wandering desert Marauder</i>	Marauder (")		Killer; Pack; Aggro
<i>wandering kitonak</i>	self	none	Stalker; Pack
<i>Warden Vinzel Haylon</i>	Imperial (")	Rebel weapons (light)	Pack
<i>Warder</i>	Wilder	Rebel weapons (heavy)	Killer; Stalker; Pack; Healer
<i>Warehouse captain (COA3)</i>	Warehouse (Jabba)	Killer; Pack; Herd; Aggro	
<i>Warehouse guard (COA3)</i>	Warehouse (Jabba)	Pack; Herd; Aggro	
<i>Warehouse thug (COA3)</i>	Warehouse (Jabba)	Pack; Herd; Aggro	
<i>wasteland Marauder</i>	Marauder (")		Killer; Pack; Aggro
<i>wastrel</i>	Thug (")	Pirate weapons (light)	
<i>water bug</i>	Thug (")	Pirate weapons (light)	
<i>weak mercenary</i>	Lok Merc (")	Rebel weapons (medium)	Killer; Stalker; Pack; Aggro
<i>Weaponsmith trainer</i>	Townsperson (")		Pack; Can't be harmed
<i>weathered Gondula shaman</i>	Gondula Tribe (")	Ewok weapons	Pack; Healer
<i>weathered Jinda shaman</i>	Jinda Tribe (")	none	Pack; Healer
<i>weathered Panshee shaman</i>	Panshee Tribe (")	Ewok weapons	Pack; Healer
<i>Wedge Antilles</i>	Rebel (")		Pack; Can't be harmed
<i>Weequay captain</i>	Weequay	Rebel weapons (heavy)	Killer; Stalker; Pack
<i>Weequay champion</i>	Weequay	Rebel weapons (heavy)	Killer; Stalker; Pack
<i>Weequay soldier</i>	Weequay	Rebel weapons (medium)	Killer; Pack
<i>Weequay thug</i>	Weequay	Pirate weapons (medium)	Killer; Pack
<i>Weequay zealot</i>	Weequay	Rebel weapons (heavy)	Killer; Stalker; Pack
<i>Whip</i>	Force Sensitive villager (")	Rebel weapons (light)	Can't be harmed; Offers missions
<i>Wilholm Skrim</i>	Townsperson		Pack; Can't be harmed
<i>will of Solitude</i>	Solitude (Rebel)	Rebel weapons (medium)	Pack; Healer; Offers missions
<i>Windom Starkiller</i>	Townsperson		Pack; Can't be harmed
<i>wise Gondula ritualist</i>	Gondula Tribe (")	Ewok weapons	Pack
<i>wise Jinda ritualist</i>	Jinda Tribe (")	none	Pack
<i>wise Panshee ritualist</i>	Panshee Tribe (")	Ewok weapons	Pack
<i>Wookiee brawler</i>	Mercenary	Pirate weapons (light)	
<i>wounded villager</i>	Force Sensitive villager (")	Rebel weapons (heavy)	Can't be harmed; Offers missions
<i>Wuher</i>	Townsperson		Pack; Can't be harmed
<i>Xaan Tolmaron</i>	Townsperson	Rebel weapons (light)	Pack
<i>Xalox Guul</i>	Townsperson	Rebel weapons (light)	Pack
<i>Xarot Korlin</i>	Imperial (")	Rebel weapons (light)	Pack
<i>Yith Seenath</i>	Townsperson	Rebel weapons (light)	Pack
<i>Yondalla</i>	Townsperson (")		Pack; Can't be harmed
<i>young Mos Taike guard</i>	Townsperson (")	Imperial weapons (heavy)	Killer; Pack; Aggro
<i>zealot of Lord Nyax</i>	Lord Nyax (")	Pirate weapons (heavy)	Killer; Pack; Aggro

Zeelius Kraymunder	Rori	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Zekka Thyne	Corel.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Zideera	Dath.	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0
Zogar Storm	Naboo	100	100%	645-1000	9429	24k-30k	0	0	0	0	0	0	0	0

VEHICLES

AT-AT	all	228	1975%	1270-2250	21728	208k-254k	90	90	0	90	90	90	90	100
AT-ST	all	125	475%	770-1250	11859	50k-61k	35	35	-1	100	100	0	0	100

PERSONAL VEHICLES

	SPEED (M/S)	ACCEL. (M/S ²)	TURN RATE	SLOPES
AV21 Landspeeder	17	10	Worse	Moderate
Flash Speeder	16.5	10	Moderate	Moderate
Mandalorian Jetpack	13	8	Worse	Moderate
Speederbike	15	9	Moderate	Moderate
Swoop Bike	17	10	Better	Worse
X34 Landspeeder	13	8	Worse	Better



NPCs: Zeelius Kraymunder — end; Vehicles, Personal Vehicles

Zeelius Kraymunder

Townsperson

Rebel weapons (light)

Pack

Zekka Thyne

Townsperson

Rebel weapons (light)

Pack

Zideera

Townsperson

Rebel weapons (light)

Pack

Zogor Storm

Townsperson ("")

Pack; Can't be harmed

AT-AT

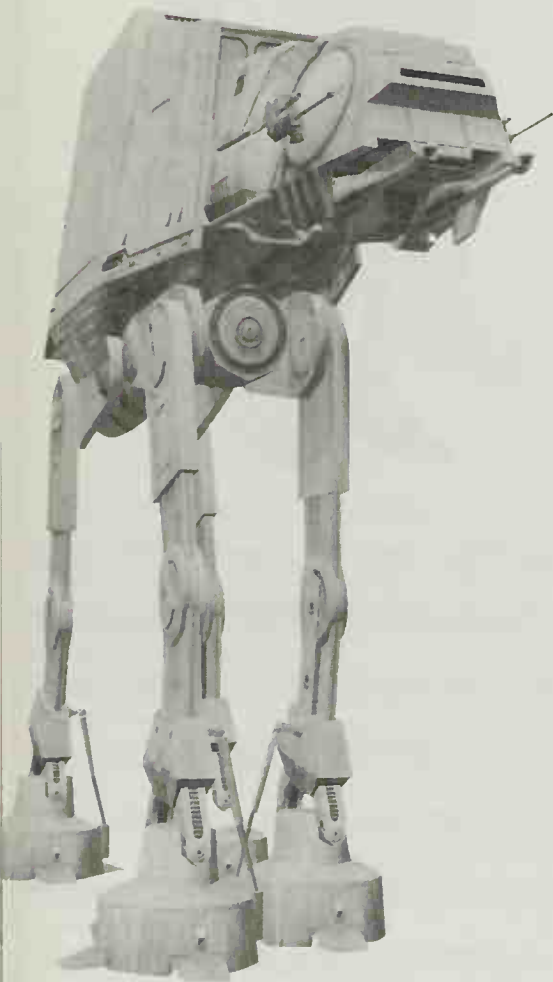
Imperial ("")

Killer; Pack; Aggro

AT-ST

Imperial ("")

Killer; Pack; Aggro



ARMOR

Armor/Layer. The name of the armor. If there are layers listed, the number refers to how many protective layers you can add to the armor during the crafting process. An Armorsmith can add protective layers to an armor piece to increase its generic effectiveness as well as its effectiveness against specific damage types. The specific damage types you can alter during the crafting process are highlighted in the table. The table is alphabetized by the armor name.

General Effectiveness. Refers to the percentage of damage absorbed by the armor. If you are wearing bone armor and are hit by a weapon that deals electrical damage, the armor would absorb 10 percent of that damage. The Armorsmith can tweak generic effectiveness at creation.

Integrity. The armor's "hit points" expressed in a craftable range. The better crafted a piece of armor is, the better its hit points will be up to the maximum.

Blast, Heat, Cold, Electricity, Acid, Energy, Kntc. (Kinetic), **Stun.** These are the types of damage the armor resists. If a number is listed under a specific damage type, that number (a percentage) is



Bone Armor
(Concept Art)

ARMOR

Armor / Layer	G.Eff.	Integrity	Blast	Heat	Cold	Elec	Acid	Ener	Kntc.	Stun	Helm H	Helm A	Helm M
Bone (0 layers)	10	7500-12500	0	0	0	+	0	20	0	0	3-6	5-8	27-45
Chitin (0 layers)	15	15000-25000	+	0	0	0	+	+	25	0	8-13	8-13	113-188
Composite (3 layers)	20	30000-50000	+	+	+	+	+	+	+	0	15-25	13-22	180-300
Mabari (0 layers)	10	11250-18750	5	20	+	+	0	0	+	0	5-8	2-4	41-68
Mandalorian	25	30000-50000	35	+	0	0	+	+	+	0	13-22	14-23	169-281
Marauder 1	15	22500-37500	+	+	0	0	+	+	25	0	9-16	6-9	90-150
Marauder 2	15	22500-37500	+	+	0	0	+	+	25	0	9-16	6-9	90-150
Marauder 3	15	22500-37500	+	+	0	0	+	+	25	0	9-16	6-9	90-150
Marine	30	33750-56250	+	0	+	+	0	+	+	0	11-19	12-20	169-281
Padded (2 layers)	15	18750-31250	25	0	+	+	0	+	+	0	10-17	13-22	169-281
Padded Impact	15	22500-37500	30	0	+	+	0	+	40	0	11-19	13-22	169-281
Personal Shield Generator Mk. 1	10	1875-3125	0	+	+	+	0	20	0	+	0-0	0-0	0-0
Personal Shield Generator Mk. 2	15	937.5-1562.5	0	+	+	+	0	30	0	+	0-0	0-0	0-0
Personal Shield Generator Mk. 3	20	468.75-781.25	0	+	+	+	0	40	0	+	0-0	0-0	0-0
R.I.S. (2 layers)	25	30000-50000	+	0	0	0	0	+	35	0	13-22	13-22	113-188
Stormtrooper	30	33750-56250	+	+	0	0	+	+	+	0	11-19	12-20	169-281
Stormtrooper Blast	10	33750-56250	45	+	0	0	+	+	+	0	11-19	14-23	169-281
Tantel (1 layer)	10	11250-18750	0	+	+	0	0	20	+	0	6-9	7-11	63-105
Ubese (1 layer)	15	15000-25000	+	0	0	+	+	+	20	0	7-11	8-14	135-225

NOTE

For damage resistance and vulnerability, Armorsmiths can tweak only generic effectiveness and those numbers that are highlighted in the table.

used instead of the generic effectiveness when calculating damage absorption. If a zero is listed under a specific damage type, you receive no protection against that damage type (not even the generic effectiveness rating). If a "+" is listed under a specific damage type, refer to the generic effectiveness for the damage absorption percentage. Finally, if the number listed under a specific damage type is highlighted, an Armorsmith can tweak it.

Helmet Health, Helmet Action, Helmet Mind, Chest Health, Chest Action, Chest Mind, Gloves-Boots-Biceps Health, Gloves-Boots-Biceps Action, Gloves-Boots-Biceps Mind, Leggings Health, Leggings Action, Leggings Mind, Bracers Health, Bracers Action, Bracers Mind. The HAM costs associated with equipping a piece of armor are listed in a craftable range. For example, a piece of chest armor, at worst, will subtract 56.25 points from your Health attribute while you wear it. At best it will only subtract 13.5 points.

Chitin Armor
(Concept Art)

Armor / Layer	Chest H	Chest A	Chest M	G-B-B H	G-B-B A	G-B-B M	Leg H	Leg A	Leg M	Brac H	Brac A	Brac M
Bone (0 layers)	33.75-56.25	13.5-22.5	2.25-3.75	3-6	9-15	2-4	10-17	36-60	2-4	3-6	5-8	2-4
Chitin (0 layers)	75-125	22.5-37.5	9.375-15.625	8-13	15-25	9-16	23-38	60-100	9-16	8-13	8-13	9-16
Composite (3 layers)	150-250	39.375-65.625	15-25	15-25	26-44	15-25	45-75	105-175	15-25	15-25	13-22	15-25
Mabari (0 layers)	45-75	6.75-11.25	3.375-5.625	5-8	5-8	3-6	14-23	18-30	3-6	0-0	0-0	0-0
Mandalorian	131.25-218.75	42.1875-70.3125	14.0625-23.4375	13-22	28-47	14-23	39-66	113-188	14-23	13-22	14-23	14-23
Marauder 1	93.75-156.25	16.875-28.125	7.5-12.5	9-16	11-19	8-13	28-47	45-75	8-13	9-16	6-9	8-13
Marauder 2	93.75-156.25	16.875-28.125	7.5-12.5	9-16	11-19	8-13	28-47	45-75	8-13	9-16	6-9	8-13
Marauder 3	93.75-156.25	16.875-28.125	7.5-12.5	9-16	11-19	8-13	28-47	45-75	8-13	9-16	6-9	8-13
Marine	112.5-187.5	36.5625-60.9375	14.0625-23.4375	11-19	24-41	14-23	34-56	98-163	14-23	11-19	12-20	14-23
Padded (2 layers)	103.125-171.875	39.375-65.625	14.0625-23.4375	10-17	26-44	14-23	31-52	105-175	14-23	10-17	13-22	14-23
Padded Impact	112.5-187.5	39.375-65.625	14.0625-23.4375	11-19	26-44	14-23	34-56	105-175	14-23	11-19	13-22	14-23
Personal Shield Gen. Mk. 1	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
Personal Shield Gen. Mk. 2	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
Personal Shield Gen. Mk. 3	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0	0-0
R.I.S. (2 layers)	131.25-218.75	39.375-65.625	9.375-15.625	13-22	26-44	9-16	39-66	105-175	9-16	13-22	13-22	9-16
Stormtrooper	112.5-187.5	36.5625-60.9375	14.0625-23.4375	11-19	24-41	14-23	34-56	98-163	14-23	11-19	12-20	14-23
Stormtrooper Blast	112.5-187.5	42.1875-70.3125	14.0625-23.4375	11-19	28-47	14-23	34-56	113-188	14-23	11-19	14-23	14-23
Tantel (1 layer)	56.25-93.75	19.6875-32.8125	5.25-8.75	6-9	13-22	5-9	0-0	0-0	0-0	0-0	0-0	0-0
Ubese (1 layer)	65.625-109.375	25.3125-42.1875	11.25-18.75	7-11	17-28	11-19	20-33	68-113	11-19	7-11	8-14	11-19

WEAPONS

*Here is a dense packet of information on the weapons in **Star Wars Galaxies**. You need to be certified in a weapon, or else you'll suffer penalties to the damage you deal. The tables are divided into Melee Weapons and Ranged Weapons.*

Weapon. Name of the weapon. The tables are sorted alphabetically by name.

Type. The category of weapon it falls into.

AR (Armor Rating). All weapons have an armor rating of either: 0 (none), 1 (light), 2 (medium), or 3 (heavy). All player-crafted armor has an armor rating of 1 (light). If the weapon's rating is the same as the armor being hit, there is no change in the damage calculations. However, if the weapon's rating is higher than the armor's rating, it deals an additional 25% damage for each level higher. Therefore, a weapon with an armor rating of 3 attacking a piece of armor with a rating of 1 would do an additional 25% damage, followed by an additional 25% damage. So, a blast that hits for 100 base damage would do a total of 156 damage after the rating difference is calculated ($100 \times 1.25 \times 1.25$). On the other hand, if the armor's armor rating is higher than the weapon's armor rating, the damage taken is reduced by 50% for each higher level. Therefore, a weapon of rating 0, against an armor rating of 2 would do 50% less damage, then an additional 50% less damage. So, a base 100 hit would be reduced to a hit of only 25 ($100 \times .5 \times .5$). However, up to this point, player-crafted armor has a standard rating of 1, but creature-crafted armor can have armor ratings from 0 to 3.

DamType (Damage Type). The types of damage the weapon deals.

Damage. Damage output range for the weapon. The minimum and maximum amount of damage the weapon can deal.

AtkSp (Attack Speed). The time (in seconds) that must elapse between successive attacks with the weapon.

Zero RM (Zero Range Modifier). The accuracy bonus or penalty when using the weapon at point blank range.

Mid R / Mid RM (Mid Range / Mid Range Modifier). The weapon's mid-range and the accuracy bonus or penalty applied to your attack when attacking at that range.

Max R / Max RM (Max Range / Max Range Modifier). The weapon's max range and the accuracy bonus or penalty applied to your attack when attacking at that range.

DRad (Damage Radius). If the weapon has an area of effect, such as a grenade, this is its damage radius.

W% (Wound%). The weapon's percent chance to inflict a wound on the target.

Health / Action / Mind. There is no HAM cost for using a weapon in conjunction with a default attack. Rather, multiply these costs by the HAM modifiers for Special Moves to get the total cost involved in performing a special move with the listed weapon.



MELEE WEAPONS

Weapon	Type	AR	DamType	Damage	AtkSp	Zero RM	Mid		Max		DRad	W%	H	A	M
							R	RM	R	RM					
Battleaxe	2H Melee	0	kinetic	75-125	4.5	5	5	5	5	5	-	17%	42	15	10
Cleaver	2H Melee	2	kinetic	50-150	4.1	-15	5	-15	5	-15	-	27%	38	35	20
ControllerFP Lance	Polearm	0	kinetic	10-190	5.15	10	3	10	5	10	-	14%	20	45	22
Dagger (Twilek)	1H Melee	0	kinetic	20-45	3	25	3	25	4	25	-	9%	6	29	6
Gaderiffi Baton	1H Melee	0	kinetic	70-140	4.5	-10	3	-10	5	-10	-	16%	47	26	10
Heavy Duty Axe	2H Melee	0	kinetic	35-140	5	0	3	0	5	0	-	15%	35	25	10
2H Curved Sword	2H Melee	2	kinetic	15-160	3.5	-5	5	-5	5	-5	-	21%	21	50	25
Maul	2H Melee	2	blast	75-335	6.5	-35	5	-35	5	-35	-	15%	95	25	10
Rantok Sword	1H Melee	0	kinetic	45-150	3.3	10	3	10	3	10	-	20%	27	40	25
Ryyk Blade	1H Melee	0	kinetic	25-140	3.3	-15	3	-15	4	-15	-	22%	39	30	25
Scythe	2H Melee	1	kinetic	40-210	4.7	10	5	10	5	10	-	30%	31	76	31
Staff Metal Lance	Polearm	0	kinetic	80-110	5	0	3	0	5	0	-	7%	51	30	15
Staff Wood s1	Polearm	0	kinetic	35-80	4.75	20	3	20	5	20	-	5%	15	38	15
Staff Wood s2	Polearm	0	kinetic	40-85	4.75	10	3	10	5	10	-	5%	20	38	15
Stone Knife (noob)	1H Melee	0	kinetic	7-47	3	-6	1	-10	4	-10	-	7%	11	17	11
Stone Knife	1H Melee	0	kinetic	20-30	3.5	5	3	5	4	5	-	6%	5	12	5
Stun Baton	1H Melee	0	stun	40-75	3.2	0	2	0	4	0	-	2%	10	38	32
Survival Knife	1H Melee	0	kinetic	20-40	3.25	30	3	30	4	30	-	8%	7	22	5
Sword 01 (noob)	1H Melee	0	kinetic	15-95	4	-7	3	-5	4	-5	-	4%	10	15	20
Sword 01	1H Melee	0	kinetic	20-90	3.5	10	3	10	4	10	-	14%	22	22	22
1H Curved Sword	1H Melee	0	kinetic	25-100	3.1	5	3	5	4	5	-	18%	18	40	25
Vibro-axe Polearm	Polearm	2	kinetic	70-280	5	-50	3	-50	4	-50	-	33%	70	55	22
Vibro-axe	2H Melee	1	kinetic	75-175	5	-20	3	-20	5	-20	-	20%	65	40	15
Vibroblade	1H Melee	1	kinetic	15-85	3.25	5	3	5	4	5	-	12%	10	36	10
Vibroknuckler	Unarmed	1	kinetic	10-85	2.75	10	1	10	3	10	-	8%	15	25	15
Vibrolance	Polearm	1	electrical	60-220	4.5	-30	3	-30	4	-30	-	20%	45	65	22

RANGED WEAPONS

Weapon	Type	AR	DamType	Damage	AtkSp	Zero RM	Mid		Max		DRad	W%	H	A	M
							R	RM	R	RM					
Acid Beam Rifle	Rifle	0	acid	60-160	5.2	-10	16	-40	48	-120	-	27%	35	35	15
Acid Beam	Heavy	0	acid	90-650	10.5	-20	8	-60	48	-120	-	27%	60	60	15
Beam Rifle	Rifle	1	energy	75-135	4.8	-50	40	0	64	-25	-	8%	20	45	35
Bowcaster	Rifle	0	energy	110-180	6.3	-30	45	0	64	-80	-	13%	26	26	37
CDEF Carbine	Rifle	0	energy	25-50	3.5	20	15	50	64	-80	-	4%	10	15	10
CDEF Pistol (noob)	Pistol	0	energy	50-80	4	0	15	30	64	-90	-	7%	10	20	10
CDEF Pistol	Pistol	0	energy	25-50	3.5	20	15	50	64	-80	-	4%	10	15	10
CDEF Rifle	Rifle	0	energy	25-50	3.5	20	15	50	64	-80	-	4%	10	15	10
Cryoban Grenade	Thrown	1	cold	20-250	7	-10	20	15	32	-30	8	10%	40	100	15
D18 Pistol	Pistol	0	energy	15-60	3	0	15	35	64	-60	-	6%	10	24	10
DH17 Carbine	Rifle	0	energy	40-115	3.5	-35	35	15	64	-60	-	9%	19	27	12
DH17 Pistol	Pistol	0	energy	50-75	3.2	0	20	10	64	-60	-	10%	18	31	10
DH17 Snub-Nosed Carbine	Rifle	0	energy	40-115	3.5	-25	25	0	64	-80	-	9%	22	24	12
DL44 Metal Pistol	Pistol	0	energy	20-100	3.4	0	5	15	64	-80	-	7%	10	29	10
DL44 Pistol	Pistol	0	energy	20-90	3.4	0	8	25	64	-80	-	7%	10	27	10
DLT20 Rifle	Rifle	0	energy	95-130	6	-70	60	30	64	-50	-	9%	12	20	25
DLT20A Rifle	Rifle	0	energy	95-130	6	-50	45	20	64	-50	-	9%	12	25	22
DX2 Pistol	Pistol	0	acid	60-90	3.5	25	8	-30	64	-90	-	12%	20	35	13
DXR6 Carbine	Rifle	1	acid	90-110	4.6	-20	22	0	64	-80	-	15%	25	40	19

Weapon	Type	AR	DamType	Damage	AtkSp	Zero RM	Mid R RM		Max R RM		DRad	W%	H	A	M
E11 Carbine	Rifle	1	energy	40-95	3.3	-40	30	0	64	-80	-	100%	25	32	15
E11 Rifle	Rifle	2	energy	60-120	5.25	-70	50	30	64	-50	-	100%	12	20	33
EE3 Carbine	Rifle	0	heat	30-135	3.6	-25	27	0	64	-80	3	7%	34	28	15
Elite Carbine	Rifle	1	energy	80-125	4.1	-35	40	10	64	-50	-	12%	25	40	20
Fallback Grenade	Thrown	0	blast	98-200	2.3	-10	20	15	32	-30	6	100%	19	10	23
Flame Thrower	Heavy	0	heat	20-220	5.5	0	16	-50	48	-120	-	20%	65	15	15
Fragmentation Grenade (light)	Thrown	0	blast	50-150	4	-10	20	15	32	-30	8	100%	50	50	10
Fragmentation Grenade	Thrown	1	blast	50-300	4	-10	20	15	32	-30	10	100%	80	80	15
FWG5 Pistol	Pistol	0	heat	20-100	3.5	0	20	20	64	-70	-	9%	10	31	15
Glop Grenade	Thrown	0	acid	100-350	5	-10	20	15	32	-30	4	100%	100	40	15
Imperial Detonator Grenade	Thrown	3	blast	100-550	6	-10	20	15	32	-30	6	100%	125	125	50
Jawa Ion Rifle	Rifle	1	stun	80-150	6.5	-50	40	0	64	-80	-	4%	12	25	40
Laser Carbine	Rifle	2	energy	10-185	4.6	-45	50	5	64	-40	-	100%	22	36	15
Laser Rifle (noob)	Rifle	0	energy	65-155	4	-30	52	10	64	-60	-	7%	12	20	25
Laser Rifle	Rifle	2	energy	10-290	6.75	-80	60	20	64	-50	-	100%	12	20	52
Launcher Pistol	Pistol	0	kinetic	25-130	4.2	0	15	-10	64	-70	-	18%	15	45	15
Lightning Beam	Heavy	1	electrical	10-400	6	-20	16	-20	64	-80	-	18%	35	75	20
Lightning Rifle	Heavy	1	electrical	10-185	5.2	-25	30	-25	64	-80	-	16%	35	35	15
Particle Beam	Heavy	2	energy	200-300	7.8	-70	35	0	64	-20	-	15%	25	85	25
Power5 Pistol	Pistol	0	energy	25-125	3.6	0	10	5	64	-70	-	10%	14	33	13
Proton Grenade	Thrown	2	heat	100-300	10	-10	20	15	32	-30	15	100%	30	75	65
Republic Blaster	Pistol	1	energy	30-140	3.5	0	10	-40	64	-70	-	15%	15	40	15
Rocket Launcher	Heavy	3	blast	100-500	10	-30	10	50	64	-80	6	24%	95	42	23
Scatter Pistol	Pistol	0	heat	70-80	3.7	0	7	25	64	-70	-	22%	15	40	15
Scout Blaster	Pistol	0	energy	35-80	3.1	20	19	0	64	-90	-	7%	10	20	10
SG82 Rifle	Rifle	0	cold	100-130	5.8	-50	35	15	64	-50	-	14%	22	20	37
Sprystick	Rifle	0	energy	10-110	2.3	-20	30	0	64	-60	2	17%	12	36	36
SR Combat Pistol	Pistol	1	energy	45-100	3.75	5	12	-20	48	-80	-	13%	23	36	13
Striker Pistol (noob)	Pistol	0	energy	20-85	5	0	20	0	64	-80	-	10%	10	20	10
Striker Pistol	Pistol	0	kinetic	35-60	3.4	0	20	10	64	-70	-	10%	10	26	17
T21 Rifle	Rifle	3	energy	150-425	9	-90	60	-25	64	-10	-	22%	35	30	64
Tangle Pistol	Pistol	0	stun	45-55	3.7	0	10	-10	48	-80	-	3%	12	25	20
Thermal Detonator	Thrown	1	blast	100-400	5	-10	20	15	32	-30	10	100%	75	75	35
Tusken Rifle	Rifle	1	kinetic	100-150	7	-60	60	20	64	-50	-	9%	10	18	42



LATE-BREAKING ADDITIONS ...

These are some new additions to the Space Sectors, pp. 36-50. Please visit primagames.com **Updates** section for any other late breaking game additions!

TATOO SYSTEM

Dragons Spine (Point of Interest)

Coordinates (X, Y, Z): -5814 -881 -3968

The Dragon's Spine, one of the oldest asteroid fields in space Tatooine, snakes across the cast expanse of space and serves as a center point of navigation for many explorers.

However, wise travelers have a steared clear from the Dragon's Spine as of late. Lady Valarian and her thugs have taken to the massive asteroid field, destroying all "unauthorized" vessels and have consequently taken it over completely. In the eyes of the Hutts, Lady Valarian and her thugs have over-stepped their bounds which has resulted in a war between the two thug factions. Even the Empire has ordered their fleets to stay clear from the Spine and the war that rages within it.

Valarian Sun (Point of Interest)

Coordinates (X, Y, Z): -6523 -6375 -6388

Nestled snugly behind the Dragon's Spine asteroid field, the area called "Valarian Sun" serves as Lady Valanan's point of space operations.

"Valarian Sun" is led by her most powerful thugs, relentless killers hoping to take over the Dragon's Spine entirely in honor of the gang.

Station-Star 1 (Point of Interest)

Coordinates (X, Y, Z): -2885 6607 1048

The original landing station, named "Station-Star 1", was the first direct pipeline connecting planet Tatooine to its space system. Due to the raging war between the Hutts and the Valarians, Station-Star 1 was destroyed, having been the target for both thug factions. It was the sound reasoning that whoever owned the landing station owned the planet. Station-Star 1 now lies in ruins at the site of continual battle between the Hutts and the Valarians.

Black Venom Sea (Point of Interest)

Coordinates (X, Y, Z): 6596 944 6747

The Potent thug faction, the Black Sun, course through the veins of the Black Venom Sea, dominating the area with heavy laser fire and lethal missiles. Currently, the Black Sun hides behind Tatooine's shadow, waiting for the perfect time to strike with deadly precision and claim Tatooine's system as their own.

Pirate's (Muon) Gold (Point of Interest)

Coordinates (X, Y, Z): 6356 5696 6748

The Bestine Pirates love their Muon Gold. In fact, the pirates named the area in which they dwell after the potent spice. Remarkably enough, the Bestine Pirates still fire with amazing accuracy and lethality, so much so that all who travel through the area are wise enough to keep their computer systems alert and weapons armed.

Nallera's Mining Field (Point of Interest)

Coordinates (X, Y, Z): -5949 0 5944

Stemming from Space Tatooine's outermost reaches, Nallera's Mining Field remains one of Tatooine's oldest mining outposts. Nallera's Mining Field is far enough away from the Hutts' influence, but close enough to Tatooine's space station to encourage trade and ship goods to the planet. The inhabitants of Nallera's Mining Field are friendly and welcome travelers to their outpost.

Jabba's Star (Point of Interest)

Coordinates (X, Y, Z): 1296 5965 -5488

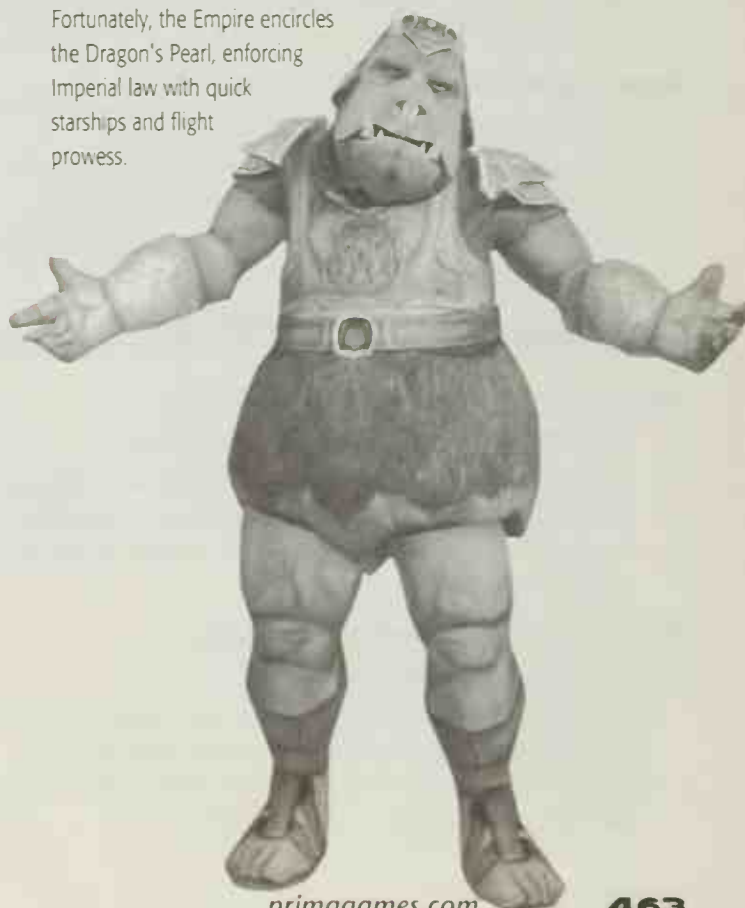
Jabba's Star provides a point of origin for the Hutt's illegal operations. Unless business is mentioned, Jabba's thugs are not partial to having visitors. The structure of the small outpost serves as a shining representation of the Hutts' cunning and skill with manipulating anything and everything.

Dragon's Pearl (Point of Interest)

Coordinates (X, Y, Z): 287 -362 -1333

The center of Space Tatooine's eye, the Dragon's Pearl is a hotspot for illegal activity. Many thugs, including the Black Sun and the Hutts, swarm here to harass the area, stealing loot without any signs of remorse.

Fortunately, the Empire encircles the Dragon's Pearl, enforcing Imperial law with quick starships and flight prowess.



NABOO SYSTEM

Scintilla Steel (Point of Interest)

Coordinates (X, Y, Z): -5574 475 -902

The iron asteroid field, named Scintilla Steel, serves as a home to hostile druids, the Scintilla Scavengers. Although malicious, the Scintilla Scavengers keep to themselves and mine the Scintilla Steel asteroid field in peace. Approaching freighters and vessels are, however, attacked on sight and are devoured within moments.

Adamant Mass Point of Interest

Coordinates (X, Y, Z): 3709 5983 5860

A particularly large asteroid, the Adamant Mass is the center-point of the Ironfleck Marauders expeditions. The planetoid, often nicknamed "Naboo's Third Planet", is rumored to harbor a pocket of valuable, high density resources in its center. The Ironfleck Marauders have been chipping away at the Adamant Mass for years and have yet to make any progress.

Nal ReulTta (Point of Interest)

Coordinates (X, Y, Z): -3867 -4902 1859

Reminiscent of their home world Nal Hutta, the Borvo Clan sought to claim a small portion of Naboo's Space, a place that was eventually to be called "Nal ReulTta". Borvo and his thugs found victory soon thereafter, sprouting a small outpost and guarding it from the meddlesome Empire with skill and bravery. The outpost stands there even today and is heavily guarded by Borvo's thugs.

Sovereignty Dawn (Point of Interest)

Coordinates (X, Y, Z): -560 5451 -5455

Naboo's own police, the Royal Security Forces, found their place in the Sovereignty Dawn territory, procreating an outpost to support their peacekeeping efforts. Usually friendly, the Royal Security Forces are glad to lend a helping hand when in need.

CORELLIA SYSTEM

Rayless Lantern (Point of Interest)

Coordinates (X, Y, Z): 4972 5055 5509

Belonging to the Binyare thugs, the Rayless Lantern manifests a foreboding aura, an essence created by the thieves and assassins living within it. The Binyare do not welcome visitors and abhor oppression and threats from their favored enemies, the CorSec.

Rubicund Eye (Point of Interest)

Coordinates (X, Y, Z): -2186 5747 5352

The Black Sun terrorize the Rubicund eye with swift maneuverability and hard-hitting missiles. Most choose to stay away from the Rubicund Eye, fearing that the Black Sun will descend upon them like a suffocating blanket of ash. It would be unwise to travel here alone.

The Void (Point of Interest)

Coordinates (X, Y, Z): 4627 -1002 -905

Dual pirate factions, the Hidden Daggers and the Hutts, patrol the Void, seeking solitary freighters and civilians to destroy and loot. The origin of the name and why the Hidden Daggers and Hutt choose to be at war remains a mystery even today...

Secure Route ID-5N (Point of Interest)

Coordinates (X, Y, Z): 30 -4389 -3442

Route ID-5N, additionally named the "New Route", is policed by the highly-skilled CorSec, planet Corellia's own police force. Running from both of Corellia and Talus' space station, Route ID-5N provides quick, safe travel for everyone.

LOK SYSTEM

The Canyon (Point of Interest)

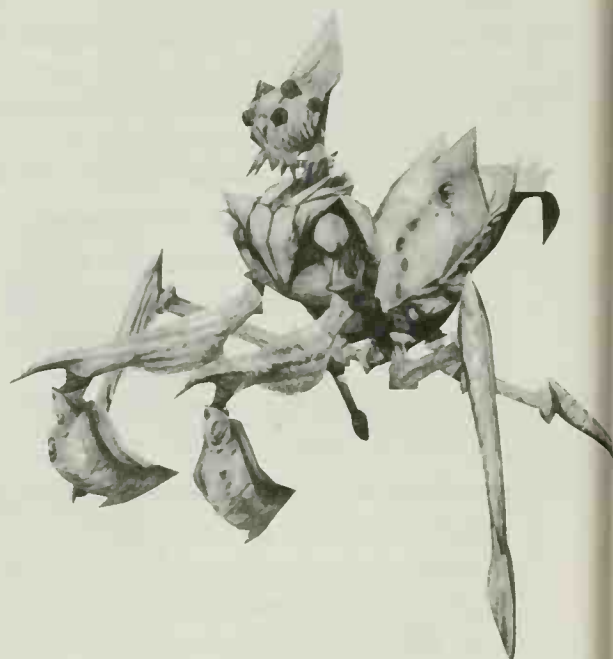
Coordinates (X, Y, Z): 3724 -1263 -1813

The Canyon embodies the home of the Corsair thug faction, an unmerciless band of hooligans promising to wreck havoc on any passing civilian or vessel. Ruthless, it is not uncommon to see a Corsair looting its latest victim and speeding off to find another.

Mid-Point

Coordinates (X, Y, Z): 1931 -231 2209

Simply named "Mid-Point", the area serves as a three-way route for the Rebellion, Nym's thugs and the Empire. Unfortunately, Mid-Point is often the best place to witness dogfights and near-death misses.



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ISBN 0-7615-4222-1



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